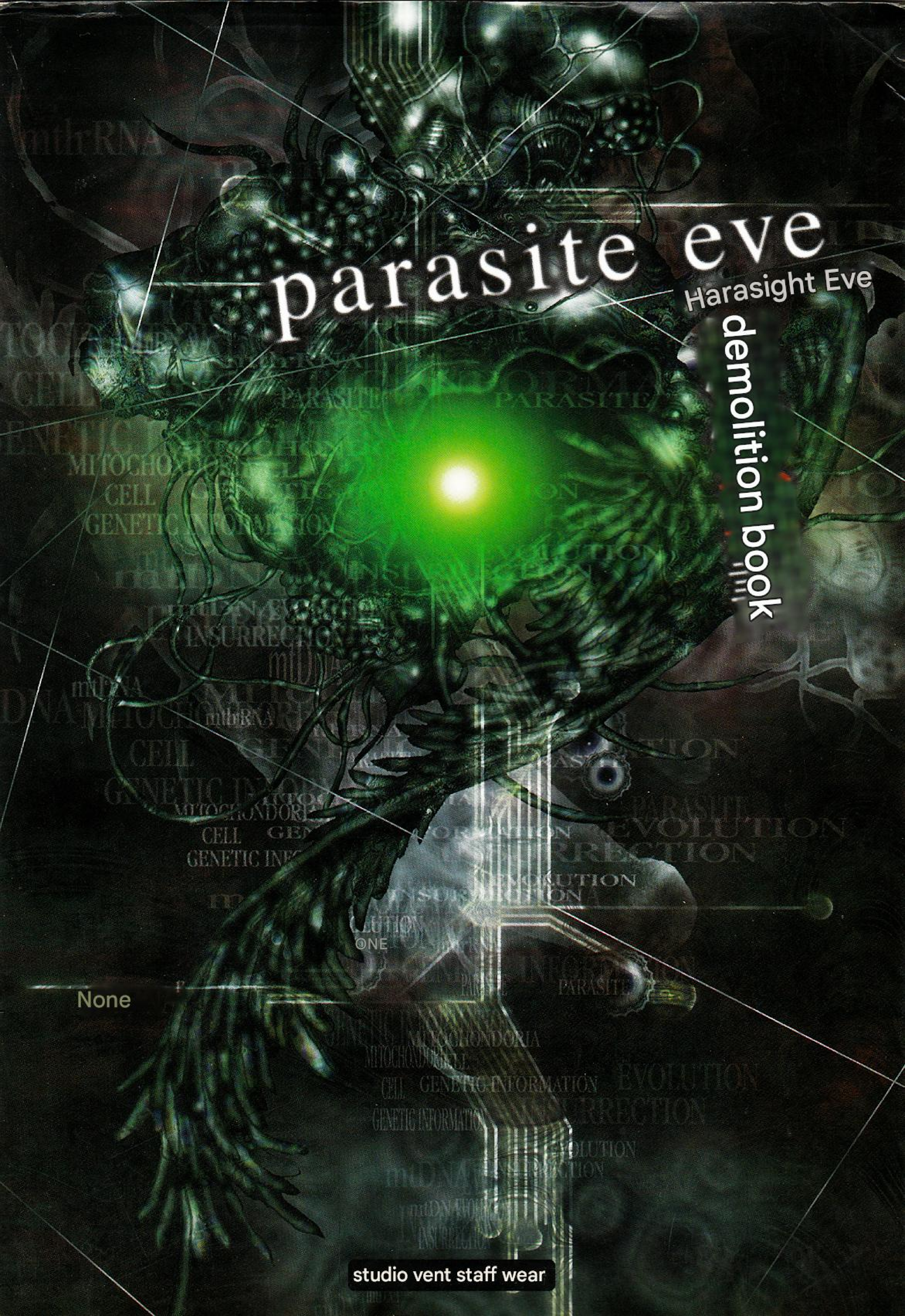
parasite eve

Harasight Eve

demolition book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Written by Studio Bent Staff / Fully supervised by Square

"Parasite Eve" dismantling complete!

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MITOCHONDRIA

大丈夫。

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ファミ通の攻略本だよ。

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parasite eve

Disassembled true book

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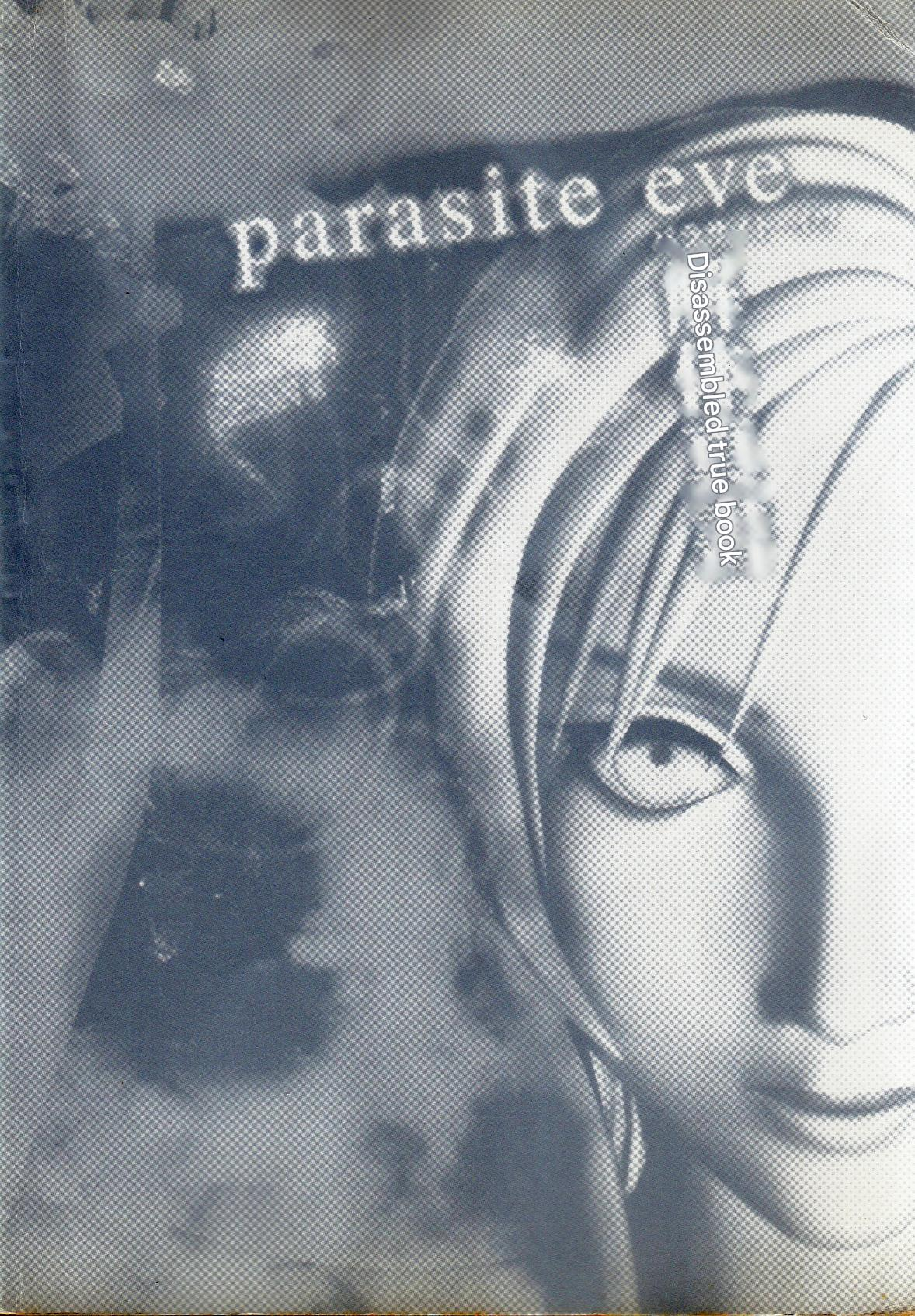

parasite eve

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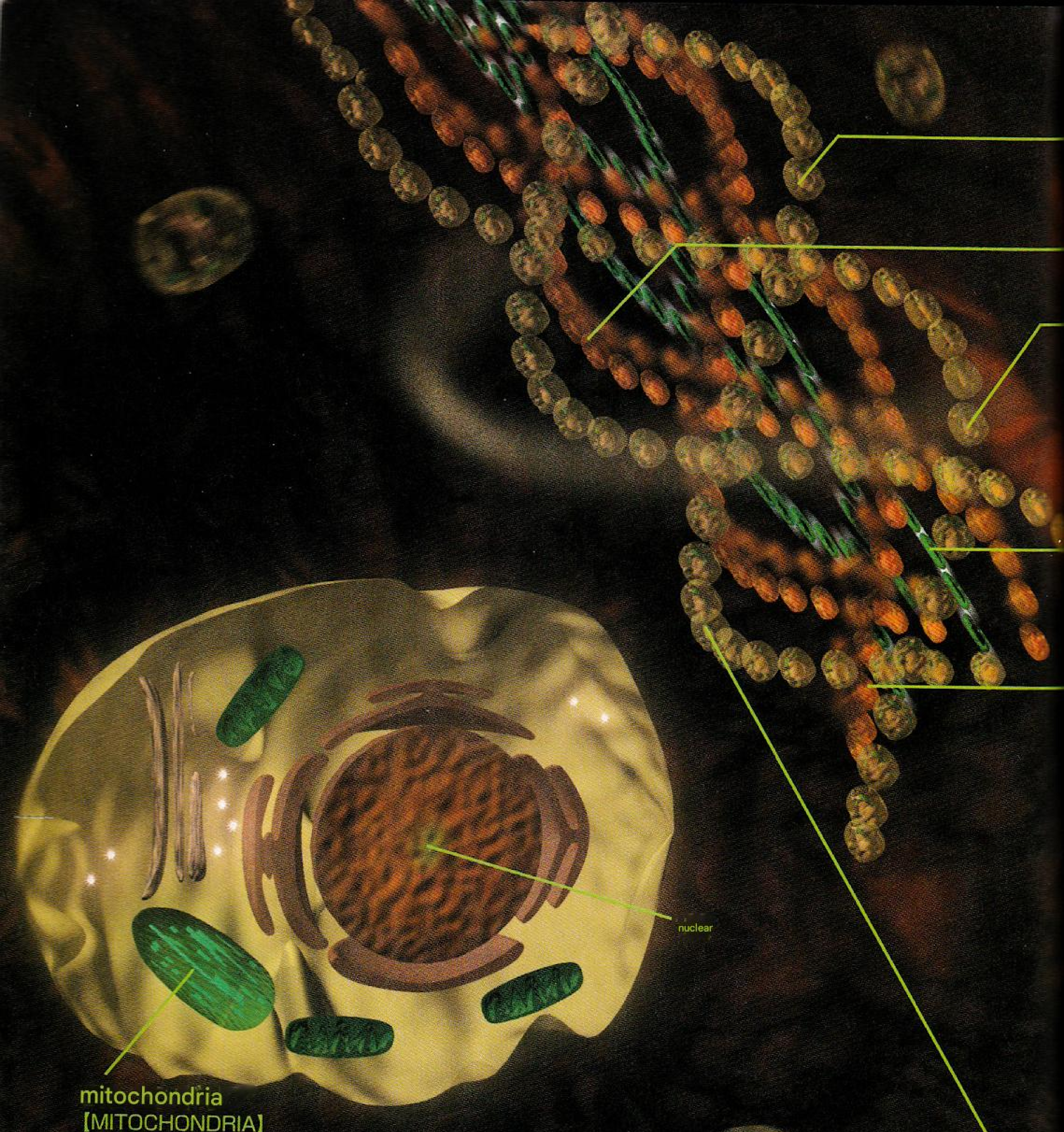

mitochondria
【MITOCHONDRIA】

An organelle found inside the cells of animals and plants. It is responsible for producing ATP (adenosine triphosphate), a source of various energy sources, from the sugars and fats taken into the cells. Without it, living organisms cannot survive.

● genes in mitochondria

Mitochondria have different genes from the cell nucleus, which indicates that they are the descendants of bacteria that parasitized cells over a billion years ago. In other words, mitochondria can be viewed as parasites of host cells.

● Symbiosis with host cells

Symbiosis is a relationship in which two different organisms live together and benefit from each のこと。other. A symbiotic relationship exists between host cells and mitochondria, in which the cells provide the mitochondria with sugars and fats, and the mitochondria produce and provide high-energy energy to the cells.

● speed of evolution

Mitochondria mutate at a rate 10 times faster than host cells. Mutation can also be considered evolution, and if they have continued to evolve at that rate for the last billion years since the birth of life, it is not surprising that mitochondria have acquired abilities beyond our imagination.

What if mitochondria with wills of their own existed?
What if the symbiosis with the host cell is just a temporary relationship leading up to the day to come?

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Aya Brea

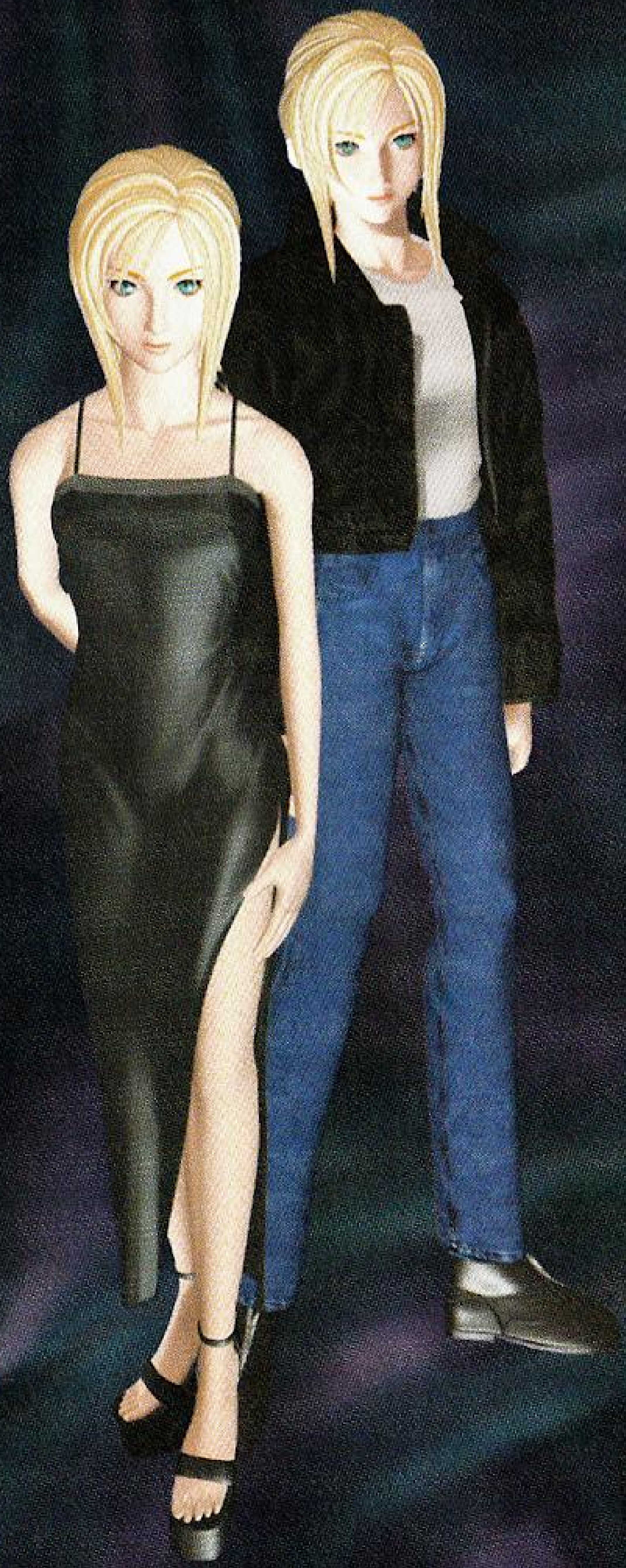
Aya Brea

AGE●25
HEIGHT●160cm
WEIGHT●48kg

A rookie female detective who has been assigned to the 17th Precinct of the New York City Police Department for six months. She lost her mother and sister in a traffic accident when she was a child, which led her to aspire to become a police officer. As evidenced by the fact that she was able to realize her childhood dream, she has an extremely strong will, and because she cannot tolerate lies in her own actions, she has a fierceness that sometimes causes conflict with her superiors in order to stick to the truth.

With a Japanese mother, she is beautiful, with blonde hair and blue eyes, and an oriental mysticism that attracts many men. However, Aya herself does not seem to have any intention of finding a boyfriend, and the date at the beginning of the story is only because the heir of some wealthy family who is courting her has bought her tickets to an opera, which she happens to be interested in.

On that Christmas Eve, while attending a play at Carnegie Hall, Aya witnesses a tragic incident and becomes deeply embroiled in a series of events. Aya is the only person who displays resistance to the paranormal phenomenon that indiscriminately ignites human bodies. The wheels of fate begin to turn.



Director's Comments

● If Aya is a rookie detective at 25 years old, does that mean she has a previous job? No, she joined the police force right after graduating from university.

ただ、He still has little experience and is not yet independent. He is currently working as a detective while being looked after by someone, so he is treated as a rookie. Where is

● Aya's father now and what is he doing?

In the film, Daniel plays the role of Aya's father, but Aya's father raised her alone after his wife, Mariko Blair, died in a car accident. He is now living out the rest of his life in the American countryside. What specifically

● made you want to become a police officer?

The car accident that took the lives of her mother and sister was a mysterious, isolated incident. However, the police were reluctant to investigate the truth, and in the end it was dismissed as her mother's fault... Aya was hurt by this and, not wanting other bereaved families to go through the same thing, decided to become a police officer who would be more on the side of the victims.

Eve

eve

AGE●?
HEIGHT●?
WEIGHT●?

During an opera performance, lead actress Melissa Pierce suddenly reveals herself as Eve, a different personality. Over a billion years ago, when humans were among the nameless primitive life forms that first appeared on Earth, mitochondria, a type of bacteria, invaded our bodies and began living symbiotically with us. These tiny parasites, which were thought to have now fused into intracellular organelles, have risen in rebellion against their human hosts. Eve, a highly intelligent collection of mitochondria, escaped the control of the cell nucleus and completely took over Melissa's body. Melissa was disassembled cell by cell and reborn as the cruel mitochondrial organism Eve.

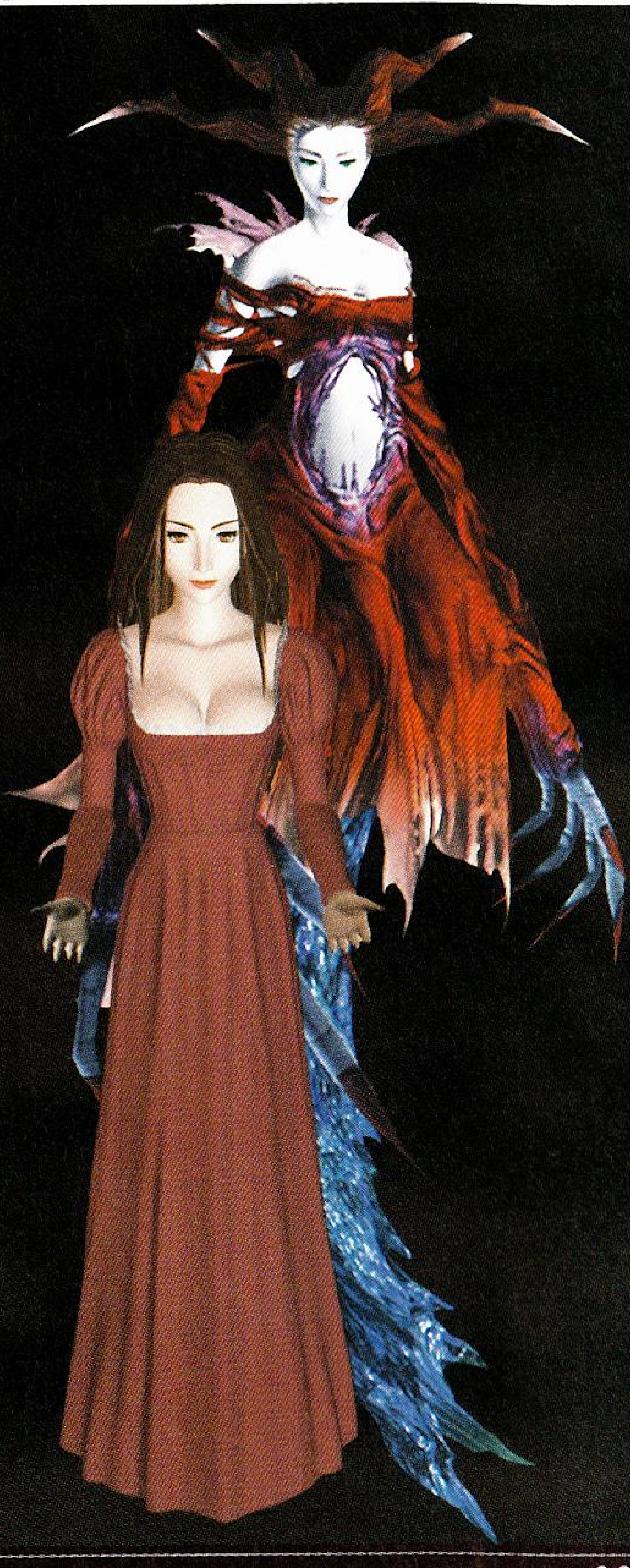
A similar incident was reported in Japan a few years ago, when mitochondria multiplied from cultured liver cells called themselves Eve and caused human combustion, resulting in numerous casualties. The Eve that has appeared this time is even more evolved than in that case, and has been confirmed to be able to not only ignite, but also levitate, dissolve human bodies, and cause living organisms' mitochondria to go out of control, turning them into monsters.

"She" had one goal: to give birth to a perfect organism with a perfect body, and have her mitochondrial DNA inherited from the deteriorating cells of her current host. This would be a sure foothold for the mitochondria to become rulers of the earth.

Director's Comments

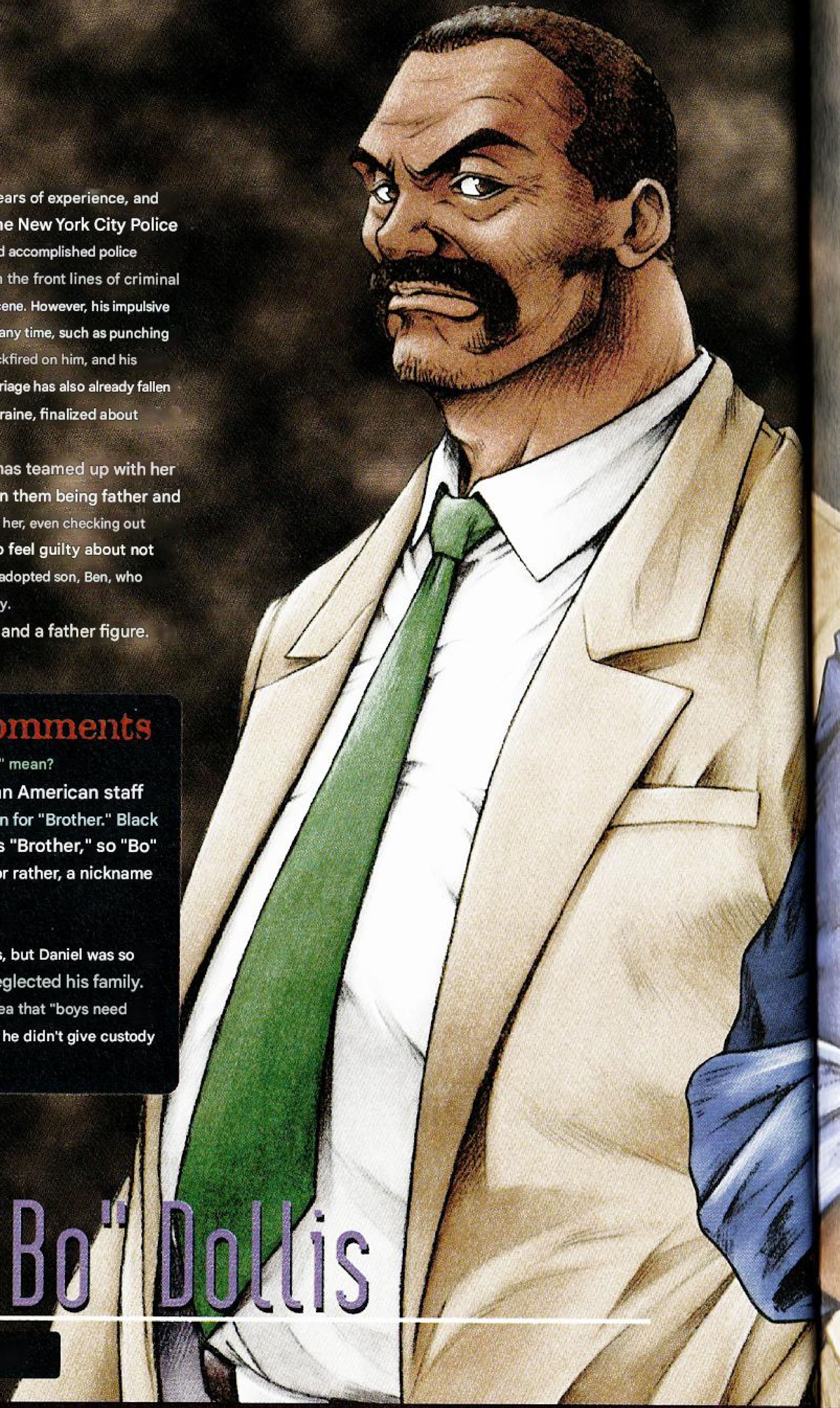
● What is the gender of the perfect being born from Eve?

She may look like a man in the game, but she's actually androgynous. It was clearly drawn in the design drawings, and she does have male parts and breasts. However, there are various restrictions regarding breasts (laughs), so I made her a little more subdued.



fierce

AGE●42
HEIGHT●180cm
WEIGHT●95kg



He's a veteran detective-with 20 years of experience, and belongs to the 17th Precinct of the New York City Police Department, just like Aya. He's a brave and accomplished police officer who has always been active on the front lines of criminal investigations, with a strict focus on the scene. However, his impulsive behavior, which could lead to a lawsuit at any time, such as punching a reporter in front of a TV camera, has backfired on him, and his chances of promotion seem slim. His marriage has also already fallen apart, with his divorce from his wife, Lorraine, finalized about a year ago.

Since Aya took up her post, he has teamed up with her despite the age difference between them being father and daughter, and has shown great caring for her, even checking out who she dates. However, he seems to feel guilty about not being able to pay enough attention to his adopted son, Ben, who lives with him, and making him feel lonely.

For Aya, he is a reliable partner and a father figure.

Director's Comments

● What does the middle name "Bo" mean?

This was thought up by an American staff member, and it's an abbreviation for "Brother." Black people call their close friends "Brother," so "Bo" was given as a middle name -- or rather, a nickname -- out of affection.

● What caused his divorce from Lorraine?

It's common in detective stories, but Daniel was so focused on his work that he neglected his family. However, he didn't give in to the idea that "boys need fathers to grow up to be men," and he didn't give custody of Ben to Lorraine.

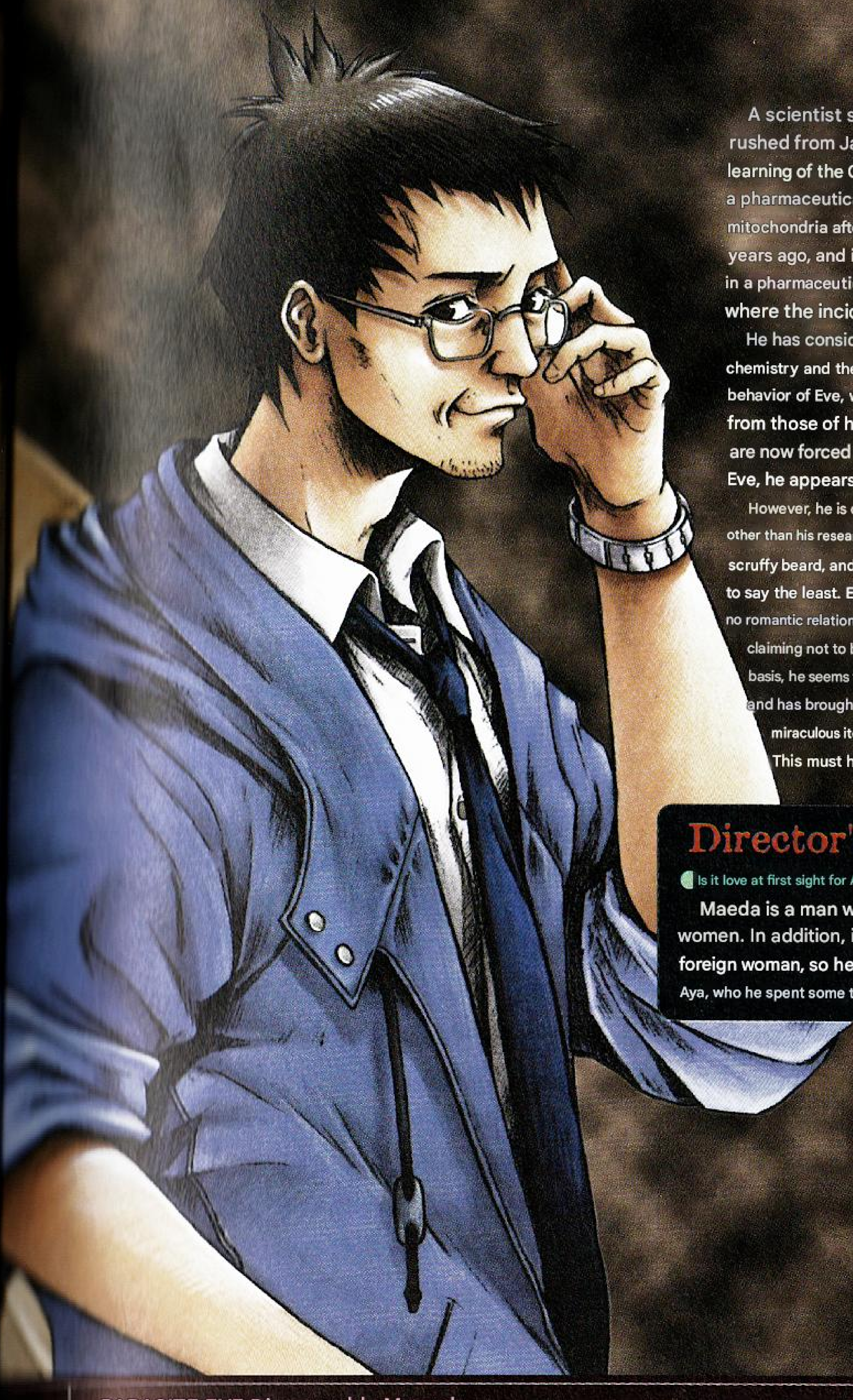
Daniel "Bo" Dollis

Daniel Bo. Doris

Kunihiko Maeda

前田 邦彦

AGE●35
HEIGHT●170cm
WEIGHT●52kg



A scientist specializing in mitochondria, he rushed from Japan to the United States after learning of the Carnegie Hall tragedy. Originally a pharmaceutical major, he became interested in mitochondria after the Eve incident in Japan a few years ago, and is currently working day and night in a pharmaceutical research lab at the university where the incident took place.

He has considerable knowledge in the field of chemistry and the insight to accurately deduce the behavior of Eve, whose thought patterns are different from those of humans. For Aya and Daniel, who are now forced to deal with the unknown being Eve, he appears unexpectedly as a reliable ally.

However, he is completely unconcerned with anything other than his research, and his appearance, with his bedhead, scruffy beard, and worn-out clothes, is hardly refreshing to say the least. Even in Japan, he seems to have had no romantic relationships with women. Furthermore, despite claiming not to believe in things that have no scientific basis, he seems to be the type to believe in superstitions, and has brought with him from Japan a number of miraculous items such as hamaya arrows and amulets. This must have been enough to wear Aya down.

Director's Comments

Is it love at first sight for Aya?

Maeda is a man who is not very familiar with women. In addition, it was his first time seeing a foreign woman, so he was probably captivated by Aya, who he spent some time with.

[redacted]

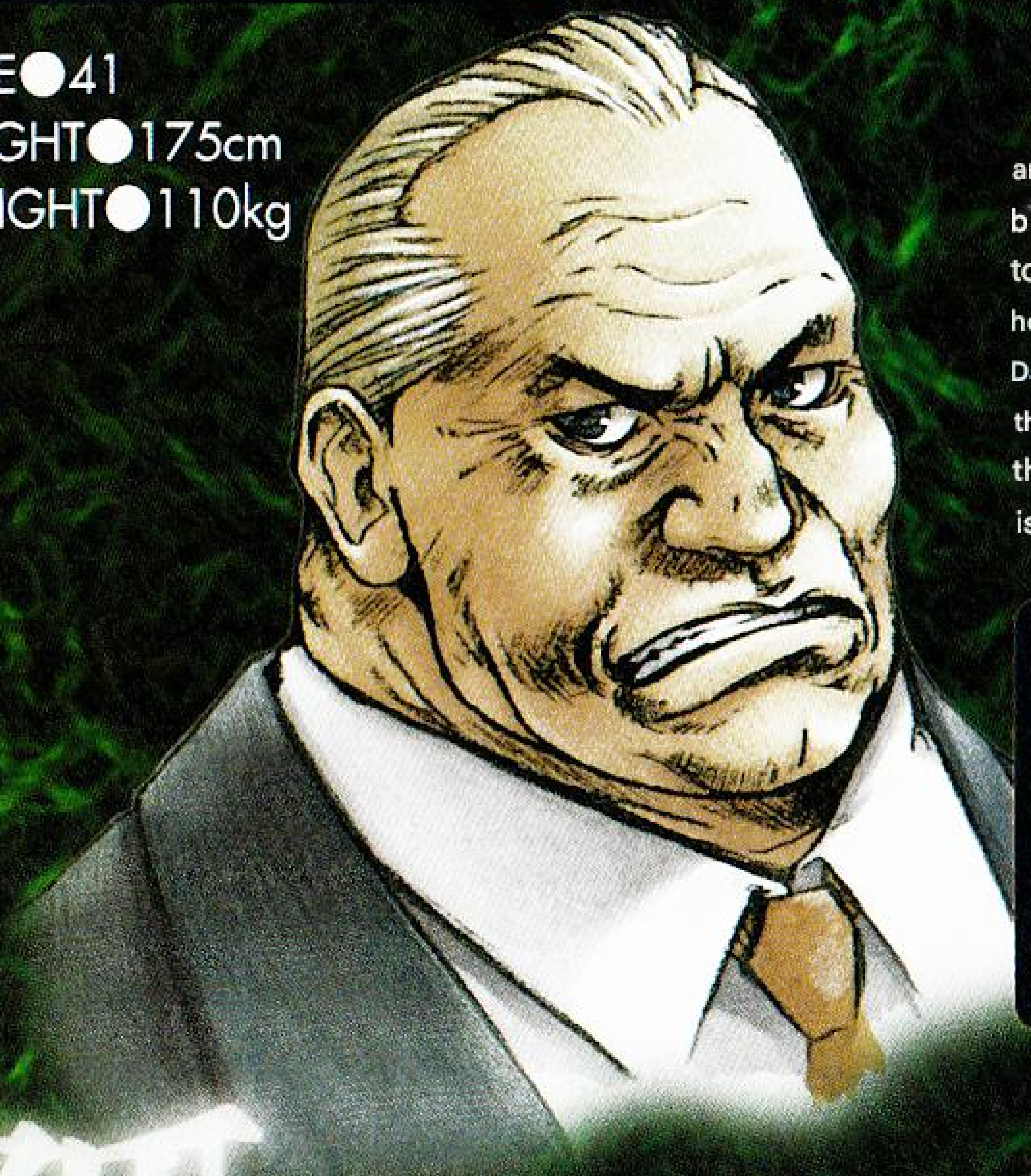
reason

Douglas Baker

douglas baker

able

AGE●41
HEIGHT●175cm
WEIGHT●110kg



He is the chief of the 17th Precinct and Aya's boss. He and Daniel were in the same year and used to be partners, but in contrast to Daniel's hands-on approach, he moved to desk work, and his competence was recognized and he was promoted to chief. Since then, his relationship with Daniel, who is now his subordinate, has been strained, and they hardly have any private time together. There are rumors that he had feelings for Daniel's ex-wife, Lorraine, and he is still single. Perhaps this is why he is so kind to Ben.

Director's Comments

● Why was there a difference in promotion between you and your colleague Daniel?

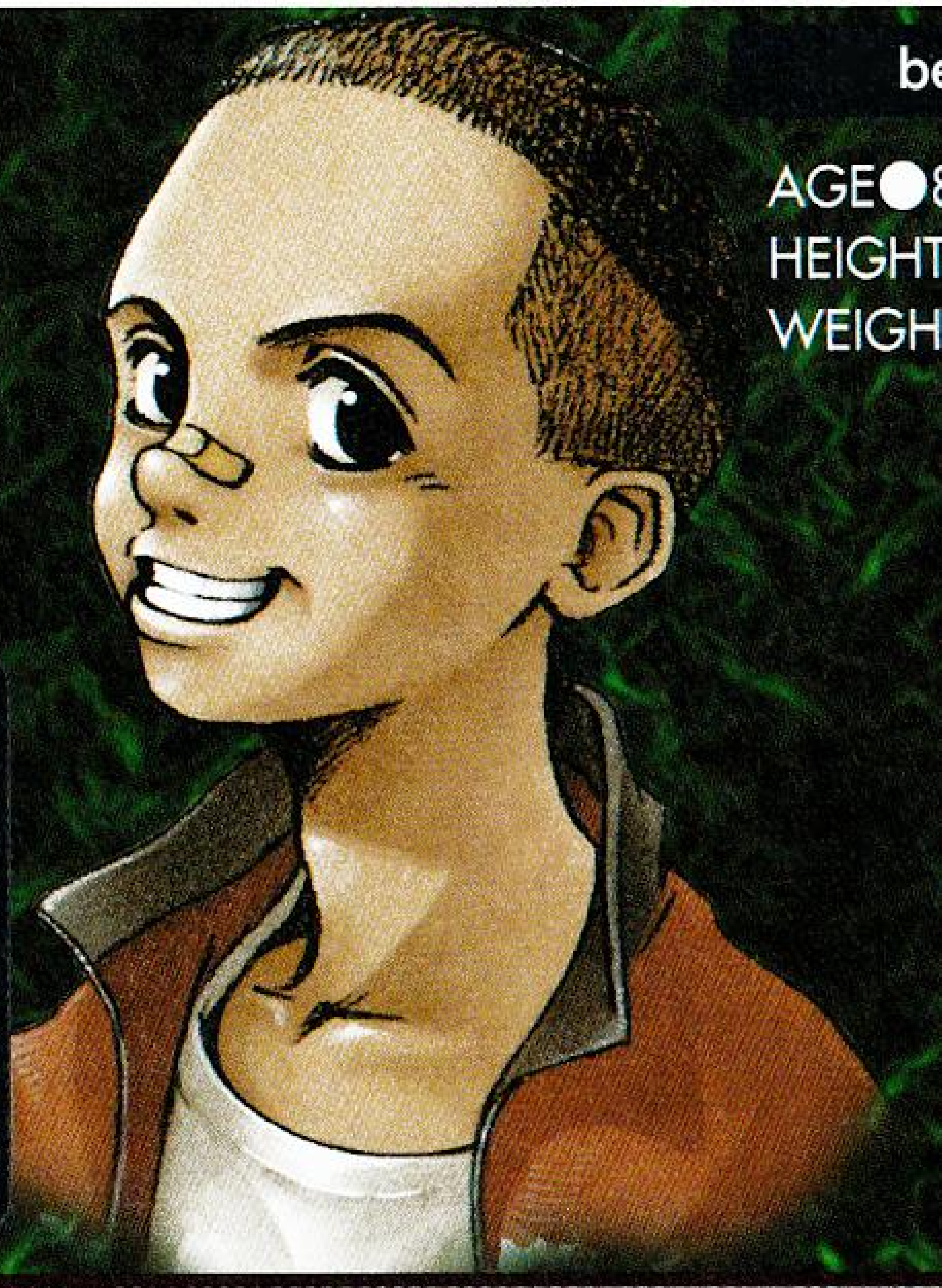
Daniel likes working on the front lines and isn't the type to push others aside to get promoted. Baker, on the other hand, is cold-hearted and treats his job as a business. That said, he's not a bad guy at heart.

Ben Dollis

ben doris

AGE●8
HEIGHT●120cm
WEIGHT●32kg

Ben is the only son born to Daniel and Lorraine. After his divorced parents went through a custody battle, Ben is now living with his father. However, Daniel is so busy that he leaves Ben's care to the maid, and Ben himself seems to lead a lonely life. He shows signs of goodwill, such as buying concert tickets to reconcile his parents, but it never comes to fruition, making him a poor boy.



Director's Comments

● Do you own any animals?

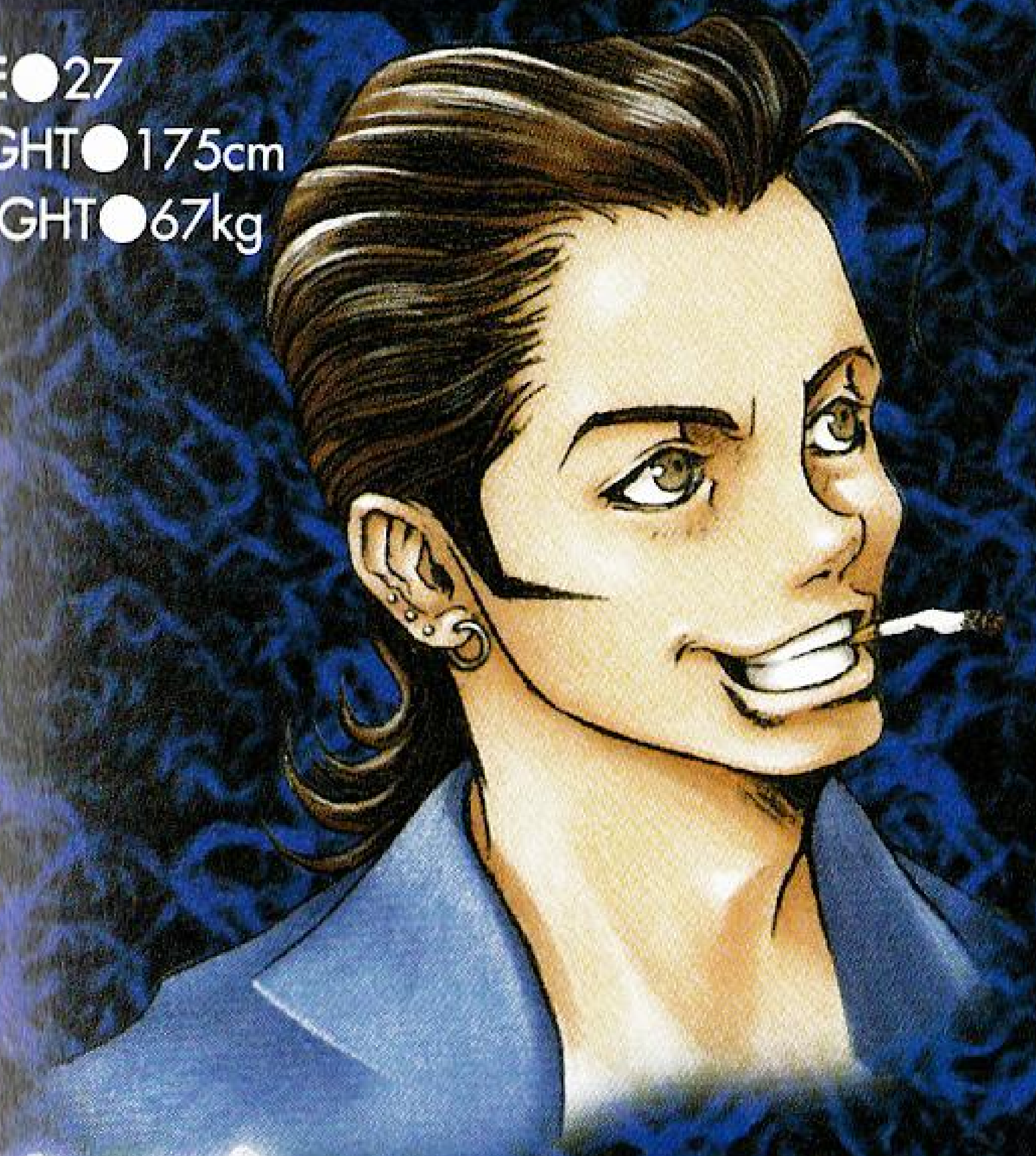
He'd love to have one, but Daniel isn't home much, and he's not yet able to take care of one on his own... so perhaps he loves animals all the more because he can't keep one. Doesn't Ben remind you of "Kramer vs. Kramer"? It's not because it was made in the US, but there are parts of this game that unconsciously project a lot of American movies.

Wayne Garcia

Wayne Garcia

Positive

AGE●27
HEIGHT●175cm
WEIGHT●67kg



A cheerful young man of Italian descent. A serious gun enthusiast, he joined the police force simply because he wanted to handle various firearms. Although he was assigned to the Weapons Control Department, which he had always wanted, he is now working in the warehouse, and he complains daily that he is not allowed to modify weapons. Although he often speaks nastily of his superior, Chief Torres, he seems to deeply respect him, and seems to be working hard, dreaming of the day when he will be recognized by him. His hobby, trading cards, is also a thorough one, as he collects only gun-related items.

Director's Comments

● You're good at modifying things, but what about your shooting skills?

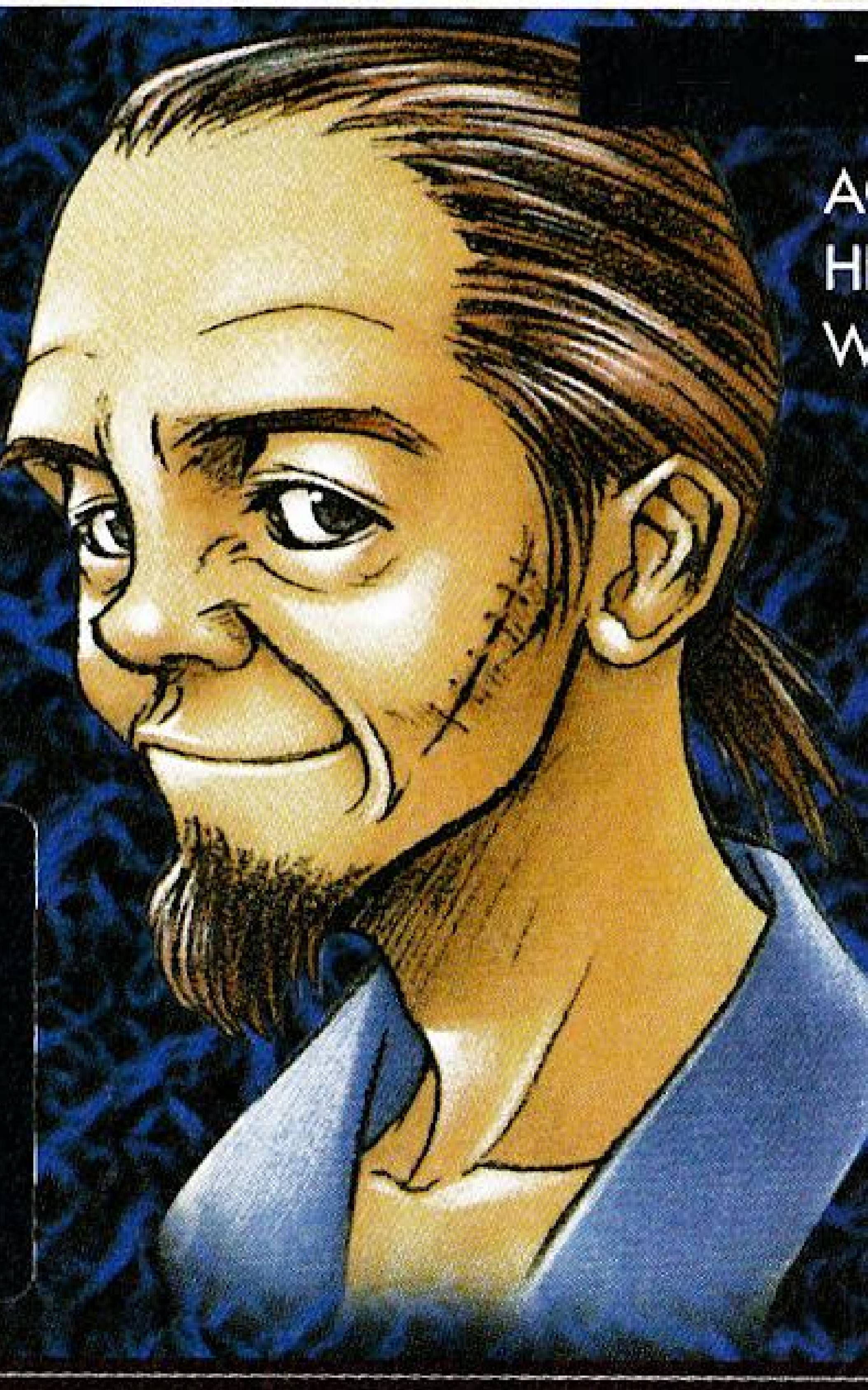
He's probably not very skilled. He was pretty scared when the police station was attacked (laughs). There were quite a few serious characters in this scenario, so I asked Wayne to play the third comic role as a cheerful Italian guy.

頑

Torres Owens

Torres Owens

AGE●48
HEIGHT●160cm
WEIGHT●62kg



He is the head of the Weapons Control Division at the 17th Precinct. He is unrivaled when it comes to modifying firearms, but he is a stubborn administrator who will never allow it without a license. He believes that the more powerful guns police officers have, the more armed criminals will become, and he scolds Wayne, a gun enthusiast, on a daily basis for not understanding this. He was once known as a master gunsman, but after losing his daughter in an accidental discharge, he developed a hatred for guns and was unable to use them.

Director's Comments

● What caused the scar on my cheek?

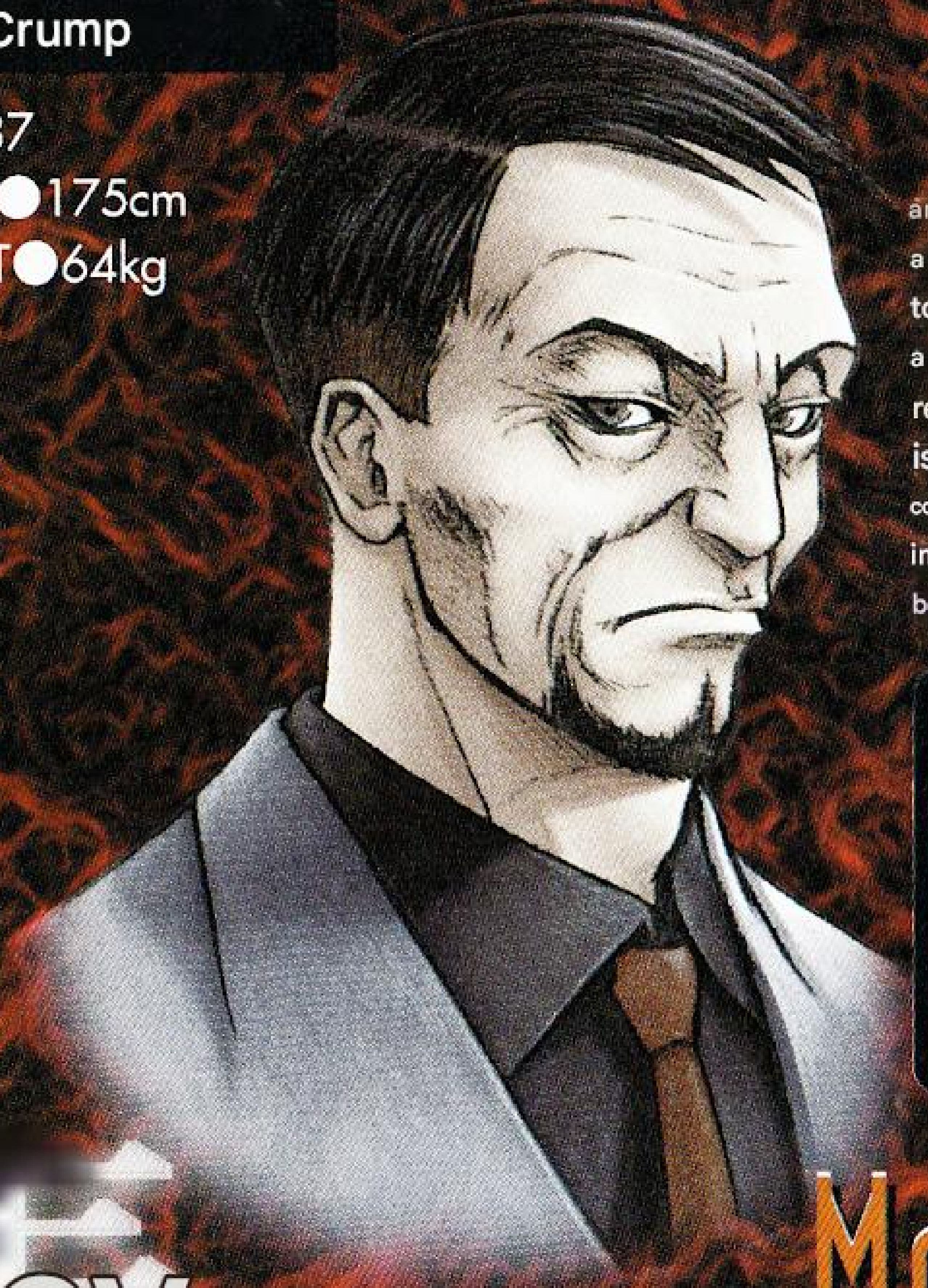
He used to be a police officer on the front lines, using a gun to great effect, and during one incident he was in charge of, the wound inflicted by the perpetrator is still clearly visible.It is often mistakenly believed that there is no connection between the wound and my daughter's gun accident.

Hans Klamp

謀

Hans Crump

AGE●37
HEIGHT●175cm
WEIGHT●64kg



He is a researcher at the American Museum of Natural History and a geneticist who has recently attracted attention for publishing a new theory about mitochondria. In his youth, he was expected to have a promising future as a doctor, but after attending a surgery 20 years ago, he became absorbed in mitochondrial research and decided to become a scientist. Although he is a talented person, he has an extreme aversion to communicating with others, which has led him to move from one research institute to another. He is a mysterious character who seems to be plotting some kind of scheme behind this incident.

Director's Comments

● What is your relationship with Eve?

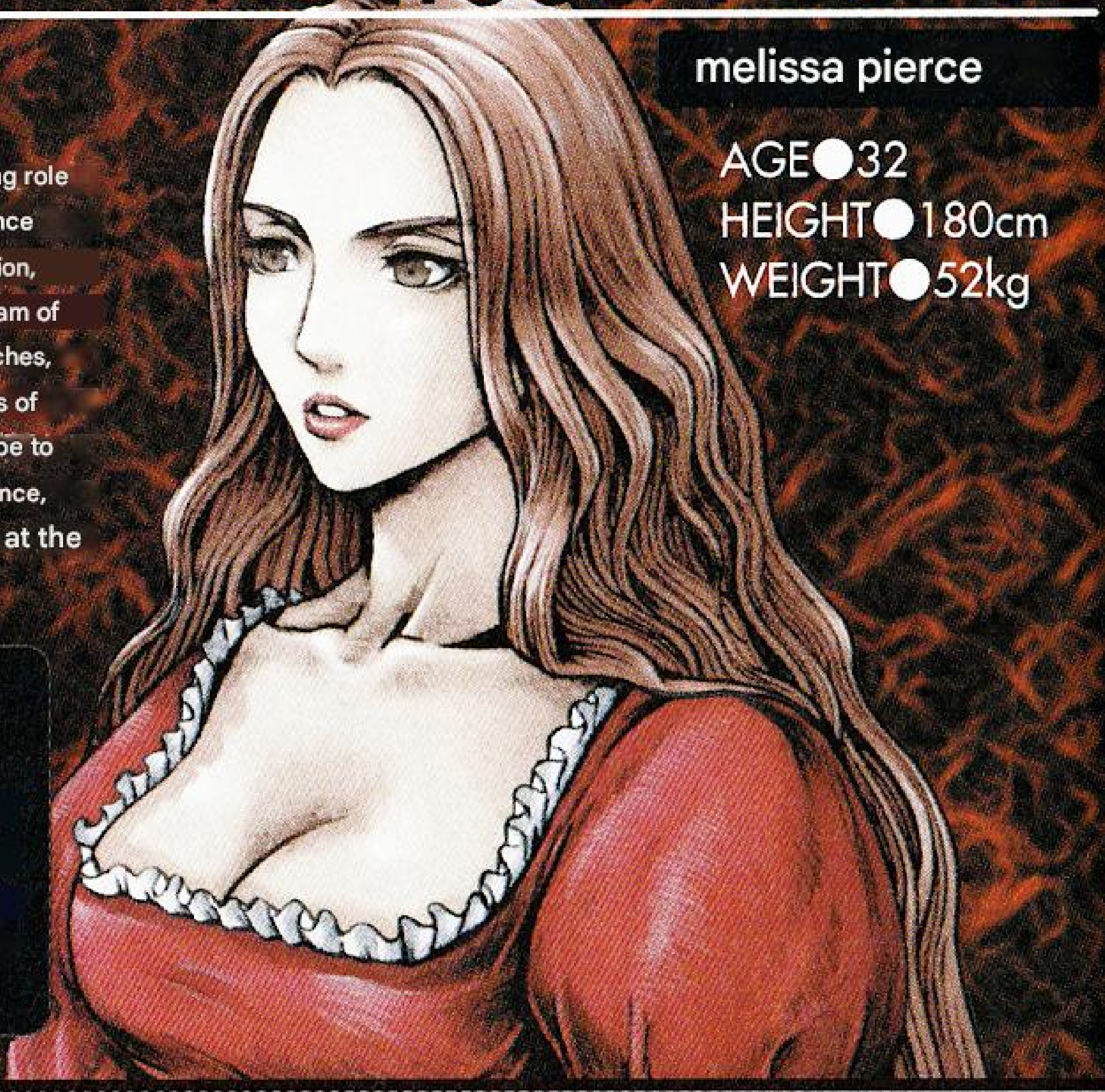
It all started with him becoming interested in the mysterious existence of mitochondria, and he gradually became interested in that field. So it's not like he was being manipulated by Eve. That's something I wanted to link to the main character of the original work.

alley

Melissa Pearce

melissa pierce

AGE●32
HEIGHT●180cm
WEIGHT●52kg



A budding opera actress lands her dream role in a leading role in a Carnegie Hall production. Suffering from a serious illness since childhood, she is handicapped by the need for certain medication, but through hard work she has carved out a path to her dream of becoming an actress. However, as the performance approaches, her condition worsens, and she begins to take large amounts of medication to control it, sending her spiraling down the slope to ruin. Then, on Christmas Eve, the second night of the performance, she transforms into Eve onstage, like a tragic heroine at the mercy of fate...

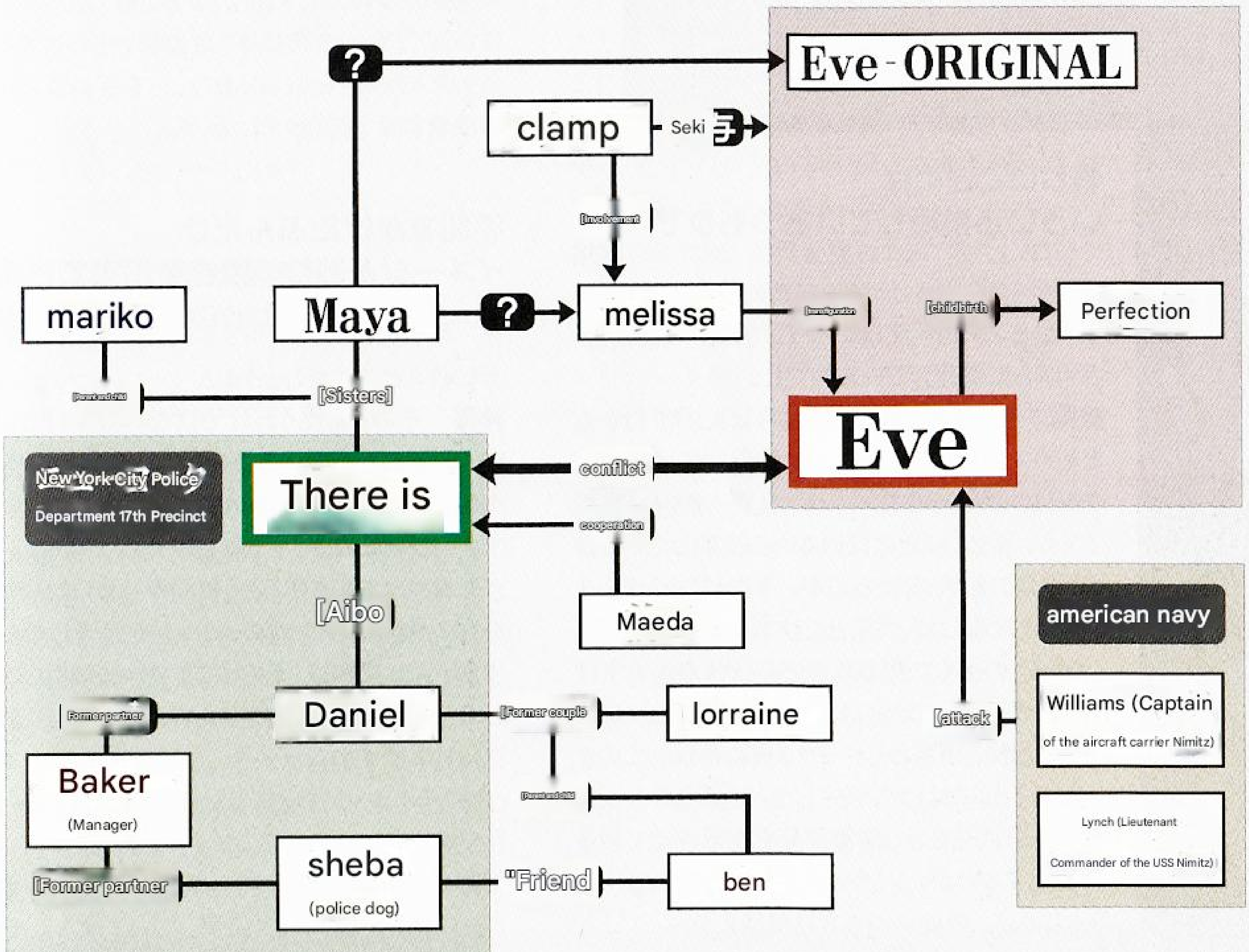
Director's Comments

● Is the opera Melissa performs real?

I actually wanted to use an actual opera, but I couldn't find anything good, so I created an original piece inspired by medieval witch hunts to match the game's scenario, in which women are the villains.

PARASITE EVE CHARACTER CHART

- People, things, correlations, relationships, diagrams,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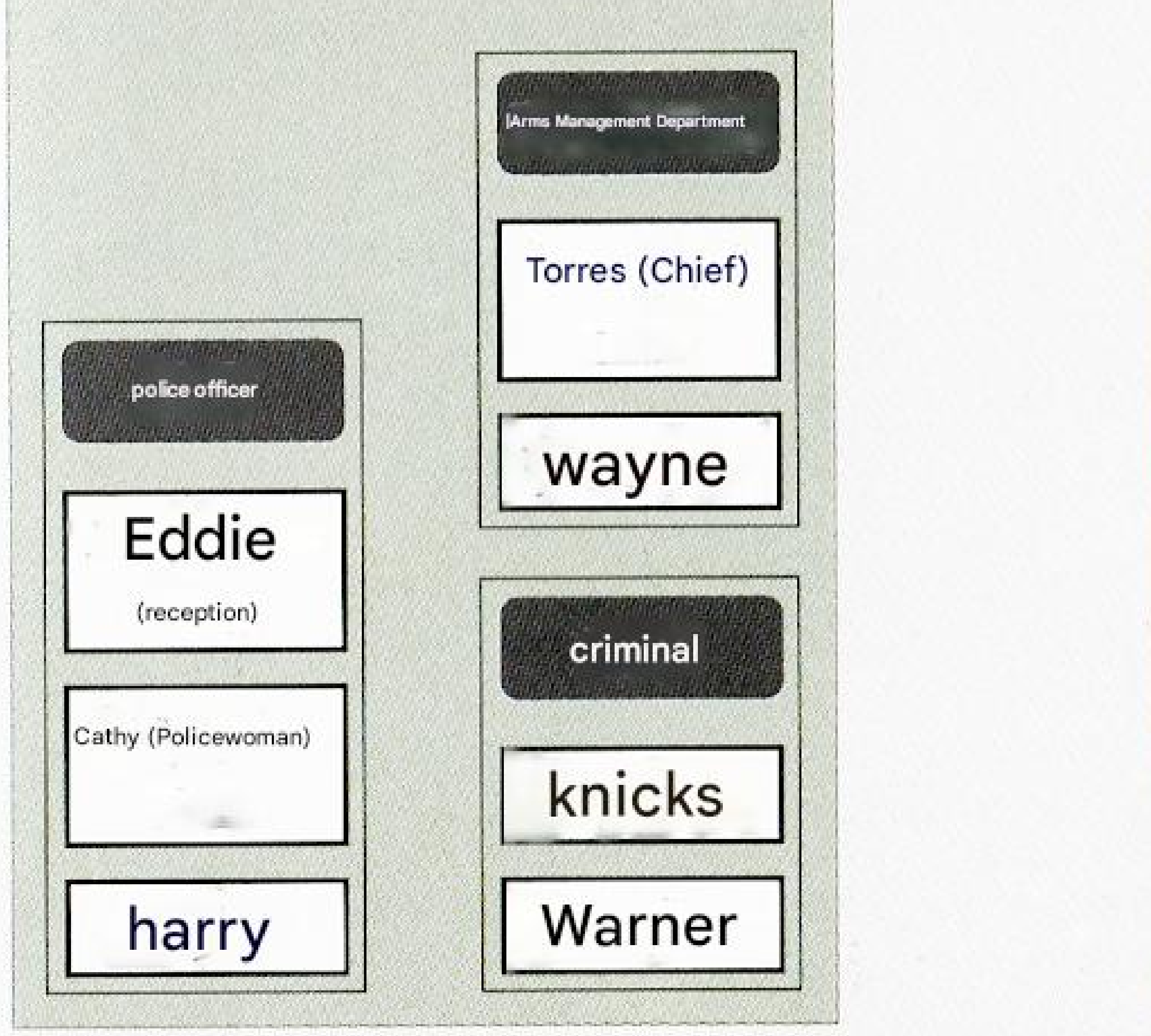
clamp
Seki
[Involvement]
mariko
Maya
?
melissa
[transfiguration]
[childbirth
Perfection
[Parent and child
[Sisters]
Eve
New York City Police
Department 17th Precinct
There is
conflict
cooperation
Maeda
[Aibo
american navy
[Former partner
Daniel
[Former couple
lorraine
[attack
Williams (Captain
of the aircraft carrier Nimitz)
Baker
(Manager)
[Parent and child
Lynch (Lieutenant
Commander of the USS Nimitz)
[Former partner
sheba
(police dog)
"Friend
ben


[Arms Management Department
Torres (Chief)
wayne
police officer
Eddie
(reception)
Cathy (Policewoman)
harry
criminal
knicks
Warner

Director's Comments

Why does Aya's mother, Mariko Blair, have the same name as Mariko, a character in the original work?

I intended to make it possible to interpret them as the same person, but when you consider the time period, it becomes a bit inconvenient. In that sense, it might have been better to set the game in 19XX. However, being too conscious of the original work can become limiting, so I was careful about that. I wanted to create a dual structure, with Maeda talking about the incident that occurred in the original work, which would serve as the basis, and then the original story for the game would progress.

parasite eve creator interview ①

GRAPHIC TEAM

I think it's improving

The texture is much better than in "FFW"

I'm going to try a lot of new things

---How much have the graphics of "Parasite Eve" evolved since "Final Fantasy VI (hereafter referred to as FFVI)"?

Kando: I think you can see at a glance that the level of the movies has improved, but I'm also trying out a lot of new things with the characters and NMCs (Neo-Mitochondrial Creatures) that move in the game. First of all, I can say that this time I used "single skin." It's a technique used in many recent polygon games, but in FFVI, for example, even a single arm was separated into upper arm, lower arm, and other parts. In contrast, single skin combines these parts into a single model, and expresses movement by deforming the joints. The advantage is that the joints are not visible. Since many of the NMCs this time are modeled after animals, this method was particularly effective. I think I was able to successfully express the unique movements of living creatures, such as the crocodile's tail.

Okawa: Another improvement from FFVI is that the characters and NMC bodies are now covered in texture. I think the texture has improved dramatically.

Fujii: In FFVI, textures were only applied to key areas like Barret's shoulders, but this time it was the whole body, so at first it was a constant process of trial and error. I was in charge of the textures for the NMC, and in terms of work, I first disassembled the NMC once the modeling was complete. Then, I had to paste the textures I had prepared onto each one and then reassemble the model. It took a lot of work to paste the texture onto one NMC. So when I was told, right before the deadline, that it would be bad to draw Eve's breasts realistically and that I had to re-paste the texture, I nearly collapsed (laughs).

The more effort you put in, the more you can set the movement exactly as you imagined.

--Do you use movies as a reference when creating character motions?

Kando: I don't use them exactly as they are, but I do watch a lot of movies for reference. This time, the characters' heads are taller than in FFVI, so I tried to make not only the graphics but also the motions more realistic. I was mainly in charge of the motions for the battle scenes, but the Aya-related motions include a huge number of motions for each weapon, so I hope you'll take a look at that.

--Is motion capture used?

Kando: Actually, we don't use it at all for characters that move around in real time. We input all the motion data by hand.

Kayano: With motion capture, sensors are used to capture human movements as data, but with this method, the movements are ultimately those of the actor who captured the data. Of course, that's why there are many movements that can be expressed, but even if the image is different, the actor has to be able to perform it. However, there is also the drawback that if you do this, that's it. On the other hand, when you input data manually, the more effort you put into it, the closer you can get to your image. You can also express deformed movements that a real person cannot.

---So, the entire motion data was created by hand?

graphic team

I entered it.

Kayano: However, when it comes to movies, we used motion capture in crowd scenes to enhance the realism. For example, the burning audience at Carnegie Hall... The people in that movie are actually a combination of several patterns, so if you look closely, you'll see that there are several people moving in the same way (laughs).

It was difficult to convince them of the unique game-like expressions

---How was it working with overseas staff?

Odate: Since many of the USA staff were from the film industry, it was difficult to convince them of the unique game-specific expressions. For example, in games, they intentionally make the area around a door light up so that the player doesn't get lost. But realistically, it would be strange for a door to look bright when there's no light there, and the staff there are particular about lighting. So when we asked them to "set up lights in a position that would illuminate the door," the lights would turn on so much that it looked like neon lights were shining (laughs). It took quite a few meetings before they understood the right feel and the right balance.

Kando: There were some difficult parts, but I also learned a lot from working with the USA staff. For example, the NMC motions are different from those made by Japanese people; they are bold and interesting. Even when creating the same movement, I was impressed to see that there are other ways to do it.

Kayano: Also, as a film-making staff, they are extremely skilled at creating CG of real-life things like Carnegie Hall. On the other hand, when they create characters, they tend to end up being too intense, and it's difficult to create something that Japanese people would like (laughs).

Fujii: As we progressed with development, we had many heated discussions with the staff over there, with us saying things like, "It would be more efficient to do it this way," or, "But it has to be this way to express it on the PlayStation hardware," and it was fascinating. Through this series of tasks, we've gained a good understanding of how the USA staff and we should work together, so I think the next time we make a game of this type, we'll be able to present an even more powerful version.

next time I work with the USA staff, I will show you something even more powerful. The

PROFILE

Tomohiro Kashiwano

TOMOHIRO KAYANO

character
In charge of modeling

Joined the company in 1994

Representative work "FFVIJ

A word about Eve

I'm confident in this work, so please take a good look.

I would like it.

Tatsuya Jindo

TATSUYA KANDO

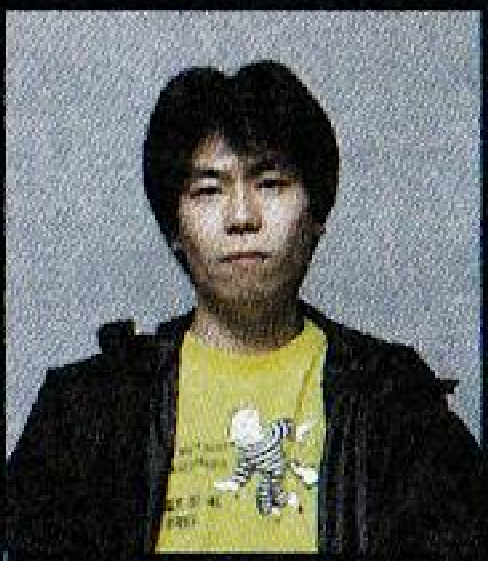
Monster modeling/motion manager

Year of joining: 1996

Representative work "FFVI"

One word: There are about 10 different types of Moshi per NMC.

We have several options available.



Akira Fujii

AKIRA FUJII

monster
In charge of texture

Year of joining: 1996

The masterpiece "FFVII"

One word ●Texture

Based on the original illustrations

It was hand-drawn.

Takayuki Odate

TAKAYUKI OHDACHI

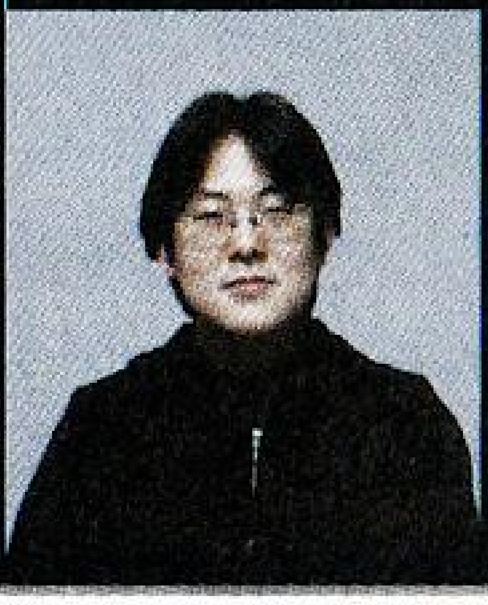
In charge of map design

Joined the company in 1994

Representative work "FFVI"

A word: Play the game up to the map you drew.

I can't seem to get my head moving (lol).



Kazuhiro Okawa

KAZUHIRO OHKAWA

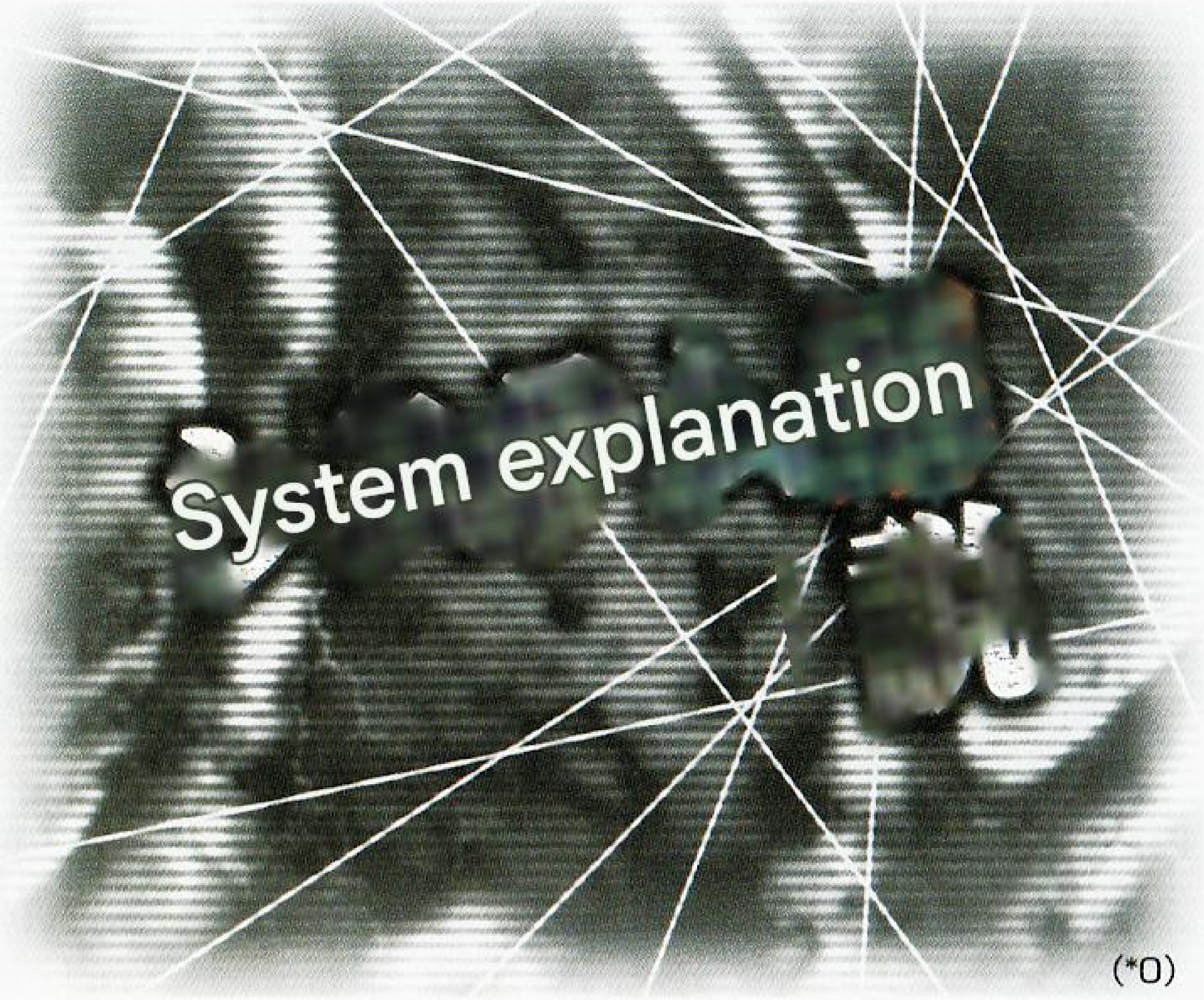
character
In charge of texture

Joined the company in 1991

Representative works include "Half-Baked Hero", "Seiken Densetsu 3", "FFIV, VIJ"

A word: "Liberate"

I like the look of it.



(*0)

*0 Contents of this corner

This chapter will provide an in-depth introduction to the game system of "Parasite Eve." It contains some fairly difficult content, but if you read through it carefully, you should be able to enjoy the game more than ever before. For more technical explanations, please refer to the notes in the right-hand margin, as in this sentence.

(Note) In the various calculation formulas used in this work, decimal points resulting from the calculations are generally rounded down.

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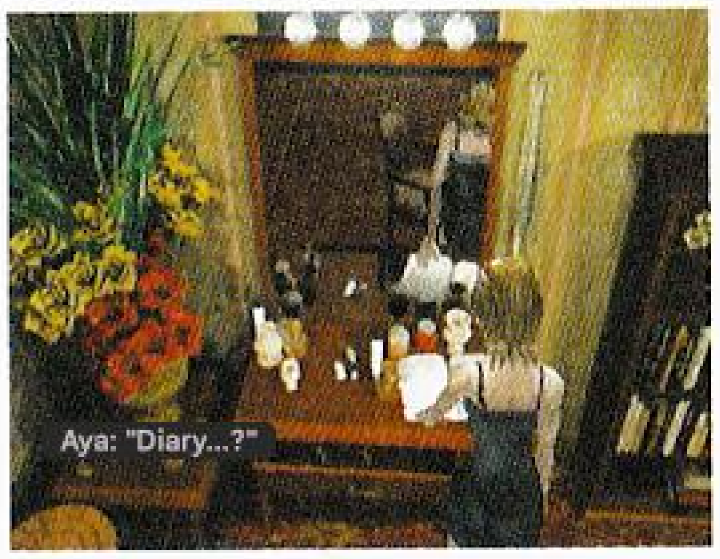
move

Move

"Possible actions in moving scenes"

During "movement scenes" where Aya walks around the map, the following actions are mainly possible. 1-2 are necessary to progress the story, while 3-7 are preparations for fighting enemies. Other actions include discarding and organizing items.



○ This can be done by pressing a button. The investigation will begin as you approach the target location.

Main actions possible in movement scenes

① Conversation .... Talk to the characters
② Investigation ....Picking up items, pressing switches, etc.
③Using items: HP recovery, Strengthen your equipment, replenish your ammunition, etc.
④ Use of Parasite Energy .... ····Only HP recovery types can be used
⑤ Equipping weapons and armor .... • Equip Aya with weapons and armor
⑥ Weapon and armor tuning .... • Combine multiple equipment
⑦Consumption of bonus points ....Strengthen Aya and her equipment

[Change in movement speed

During movement scenes, you can move efficiently by pressing the X button and using the directional keys (*1) to make Aya dash (*2). On the other hand, while fighting enemies, Aya will dash unconditionally, but her movement speed will change if she is in haste or slow mode. The difference in movement speed for each situation is shown in the table on the right.

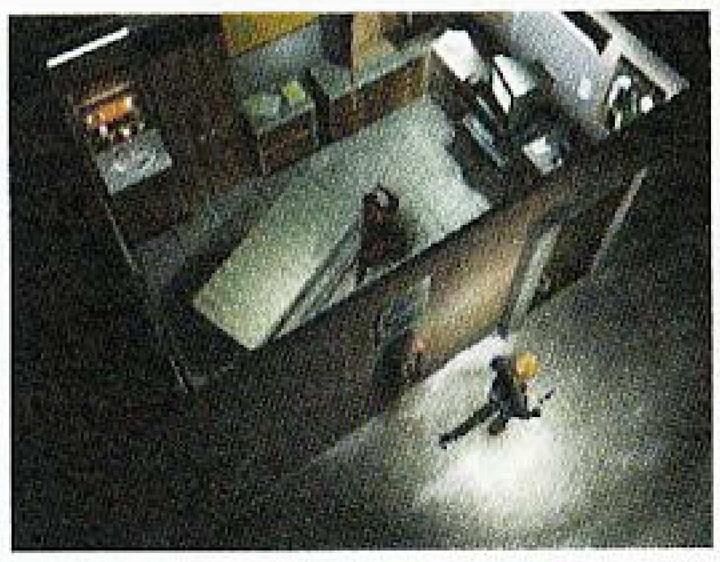
● Difference in movement speed

situation		Movement speed
moving scene	generally	1.0
	Dashing	5.3
battle scene	generally	5.3
	haste state	8.0
	slow state	2.6

*The values in the table are based on the normal movement speed of a movement scene being 1.0.

"Misalignment between input direction and movement direction

Normally, Aya moves in the direction you input the directional keys, but on maps that are viewed from an angle, Aya's movement direction may not match the direction you input the directional keys. When you first enter a map, it's a good idea to move Aya a little to check the movement direction (*3).



when you press the ← arrow key, Aya will move to the upper right

*1 For analog controller

With analog controllers like the DualShock, Aya will dash just by tilting the stick. There's no need to press the × button, so you can dash using only your left hand. Another feature is that Aya can move at any angle, whereas with a regular controller she can only move in eight directions. What's more, the direction of movement is synchronized with the stick input, so Aya will never move in an unexpected direction.

*2 Drawbacks of dashing

○If you dash while investigating with the button, you'll likely miss the location you should investigate. If you want to investigate every location, it's safer to repeatedly press the O button (while moving normally) instead of pressing the X button.

*3 Predicting the direction of movement

Aya's movement direction will vary by the angle of the map's viewpoint. In other words, if you use the direction of the walls and floors on the map as a reference, you can know (or guess) the direction of movement without actually moving Aya.

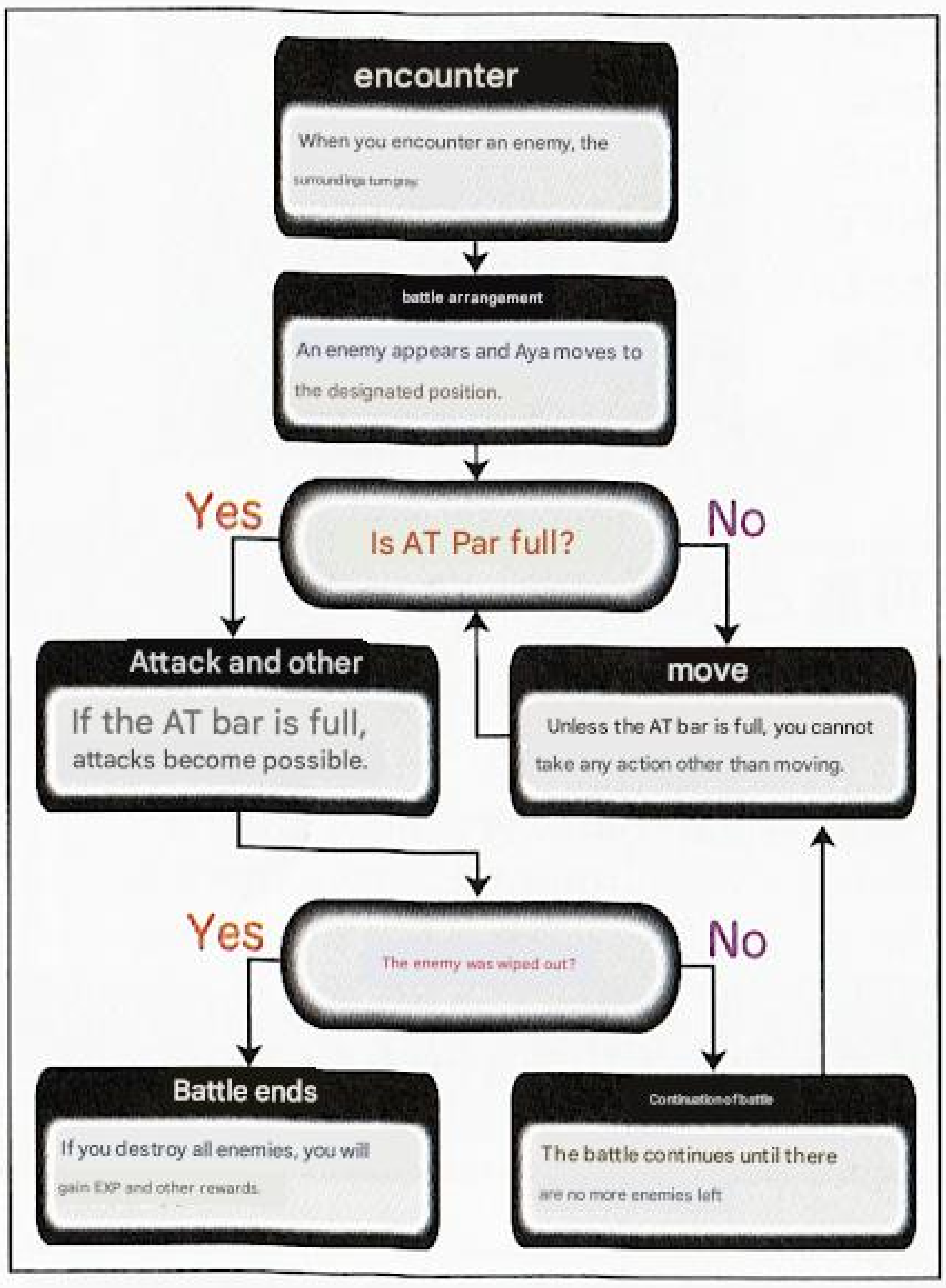
battle

Battle

flow of battle

Battles with enemies proceed as shown in the flowchart on the right.

The battle scenes have several unique features. First, the screen does not scroll, so you cannot move to another location until you have either wiped out all enemies or successfully escaped. Also, in this game, you fight enemies directly on the map used for the movement scenes, so if you encounter an enemy in a narrow area, you will have little space to dodge their attacks. During battle scenes, be careful as there are maps where "invisible walls" appear in front of the edge of the screen.



encounter
When you encounter an enemy, the surroundings turn gray

battle arrangement
An enemy appears and Aya moves to the designated position.

Is AT Par full?

Attack and other
If the AT bar is full, attacks become possible.

move
Unless the AT bar is full, you cannot take any action other than moving.

The enemy was wiped out?

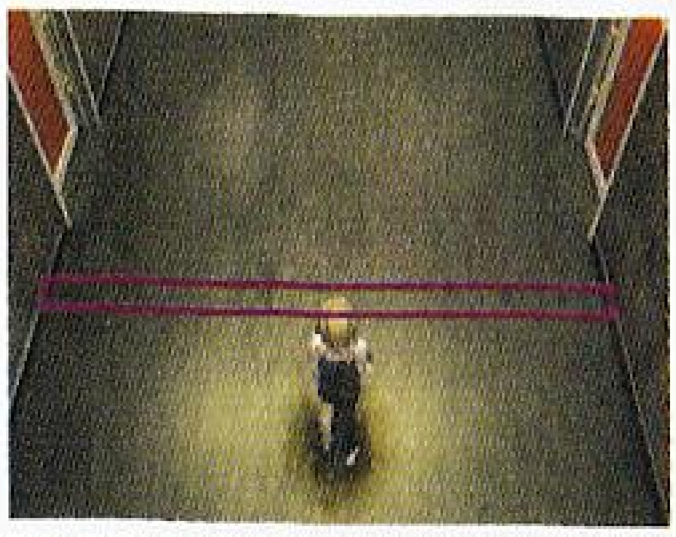
Battle ends
If you destroy all enemies, you will gain EXP and other rewards.

Continuation of battle
The battle continues until there are no more enemies left

"Encounter with the enemy (encounter)

Maps where enemies appear have invisible encounter areas set up, and when Aya enters these areas, she will be plunged into a battle scene with the probability described below. (*4) Generally, the encounter areas on each map are positioned so that you cannot proceed further unless you step inside them at least once, as shown in the photo on the right.

Carnegie Hall basement encounter area (red frame)



◆You cannot get to the other side unless you pass through the encounter area.

Probability of encounter

The probability of encountering an enemy (encounter rate) changes depending on the number of times you have wiped out enemies on that map, as shown in the table on the right (*5). Note that the probability does not change if you flee from battle. Also, depending on the map, you may only encounter the enemy once.

● Change in encounter rate

"Number of times you've wiped out all enemies on that map	Encounter rate
0 times	100%
1 time	about 45%
twice	about 20%
3 times or more	about 10%

*4 Encounter determination timing

In maps that are determined to be "no encounter" when you enter the encounter area, or in maps immediately after annihilating all enemies, no battle will occur no matter how many times you pass through the encounter area. However, if you move to another map and then return, When the screen changes to black, the encounter is judged again. This is also true when you enter the demo scene, so the sequence is battle → demo → battle. In addition, the encounter will be re-evaluated when you flee from a battle or restart the game (load the play data).

*5 Change in encounter rate

Depending on the location, the encounter rate may not be as described in the main text. Below are two specific examples.

① A type of monster that will not encounter enemies until certain conditions are met. For example, enemies that appear in the lobby on the first floor of the hospital will not appear until you complete the event that restores power underground.

② The maps in Sewers 2 are unique in that locations with similar-looking terrain share an encounter rate. For example, if you eliminate all enemies on a crossroads map, the encounter rate on other crossroads maps will also decrease.

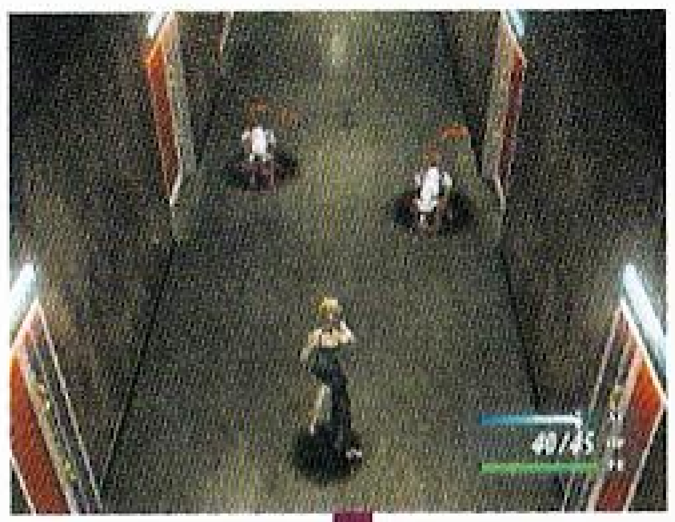
active time bar

Active time bar

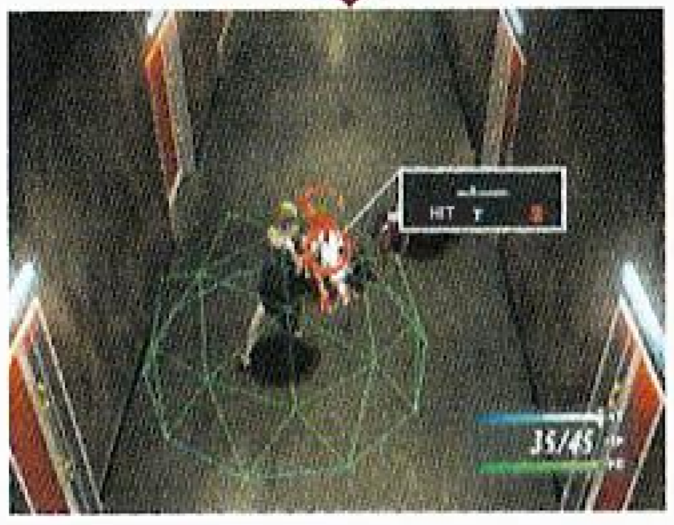
What is the AT (Active Time) bar?

During battle scenes, Aya and NMC's movements and attacks are performed in real time, except when commands are entered. However, Aya has an AT bar, and she cannot perform any actions おり other than movement until this bar is full (*6).

The AT bar fills up over time (*7). The speed at which it fills up depends on the type of weapon Aya is equipped with (*8) and whether Aya is in a state change (Haste or Slow / → P.34). Furthermore, when Aya's Active Time level (→ P.35) increases, the AT bar fills up at a corresponding rate.



⬅ It is displayed at the top or bottom of the screen during a small battle.



⬅ When the AT bar is full, the bar will flash and the weapon attack will be activated.

Time it takes for the AT bar to go from zero to full

Maximum value of AT bar (9000) ÷ AT coefficient
*Unit is 1/30th of a second

The AT-bar accumulates every 1/30th of a second by an amount equal to the AT coefficient (→P.35), except when under haste or slow conditions. When the accumulated amount reaches 9000, attacks become possible.

Actions that can be performed when the AT bar is full

When the AT bar is full, the following actions are possible. However, if you perform an action other than ② or skip an attack with the square button, the AT bar will return to zero and you will only be able to move until the AT bar is full again.

Possible actions when the AT bar is full

①Weapon attack ······································ Attack enemies with equipped weapons
②Opening/closing the menu screen ··············· ... ③ to ⑥ can be performed from the menu screen
3. Use of Parasite Energy: Ability that utilizes the power of mitochondria Use
④Change equipment ················ ······Change the equipped weapon or armor to a different one
⑤ Using items, etc.: Use or discard items you own.
6 escape ··························· Withdraw from battle with a certain probability (return to movement scene)

*6 Enemy AT bar

Although it isn't displayed, enemies also have an AT bar, and they won't attack until it's full. However, there is a certain chance that they will counterattack when damaged, and some enemies can launch multiple attacks at once, so it can be difficult to predict when an enemy will attack.

*7 AT bar at the start of battle

The AT bar is not necessarily filled to zero at the start of battle; it may be filled to a certain extent from the start. Also, if the equipped weapon has the additional effect of "Preemptive Strike," there is a certain chance that the AT bar will be full at the start of battle (→ P.26).

*8 Effects of weapons

The rate at which the AT bar accumulates varies depending on the type of weapon equipped, as shown in the table below.

● Change in AT bar accumulation speed

weapon type	Accumulation speed
club	1.0
hand gun	0.5
shotgun	0.4
machine gun	0.5
rifle	0.4
grenade launcher	0.4
rocket launcher	0.2

*The values in the table are based on the club type accumulation speed being 1.0.

Target of attack

Attack target

Hit range

When the AT bar is full, pressing the Circle button will display the weapon's effective range (hit range) around Aya. Attacking enemies outside of this range (*9) will result in disadvantages such as a significant decrease in damage dealt and an increased likelihood of misses, as shown in the table below. Refer to the target marks (described below) and try to only target enemies within the weapon's effective range (*10).

- The amount of damage dealt, hit rate, and critical hit rate (→P.33) change depending on the distance from the enemy.

*Excluding club type

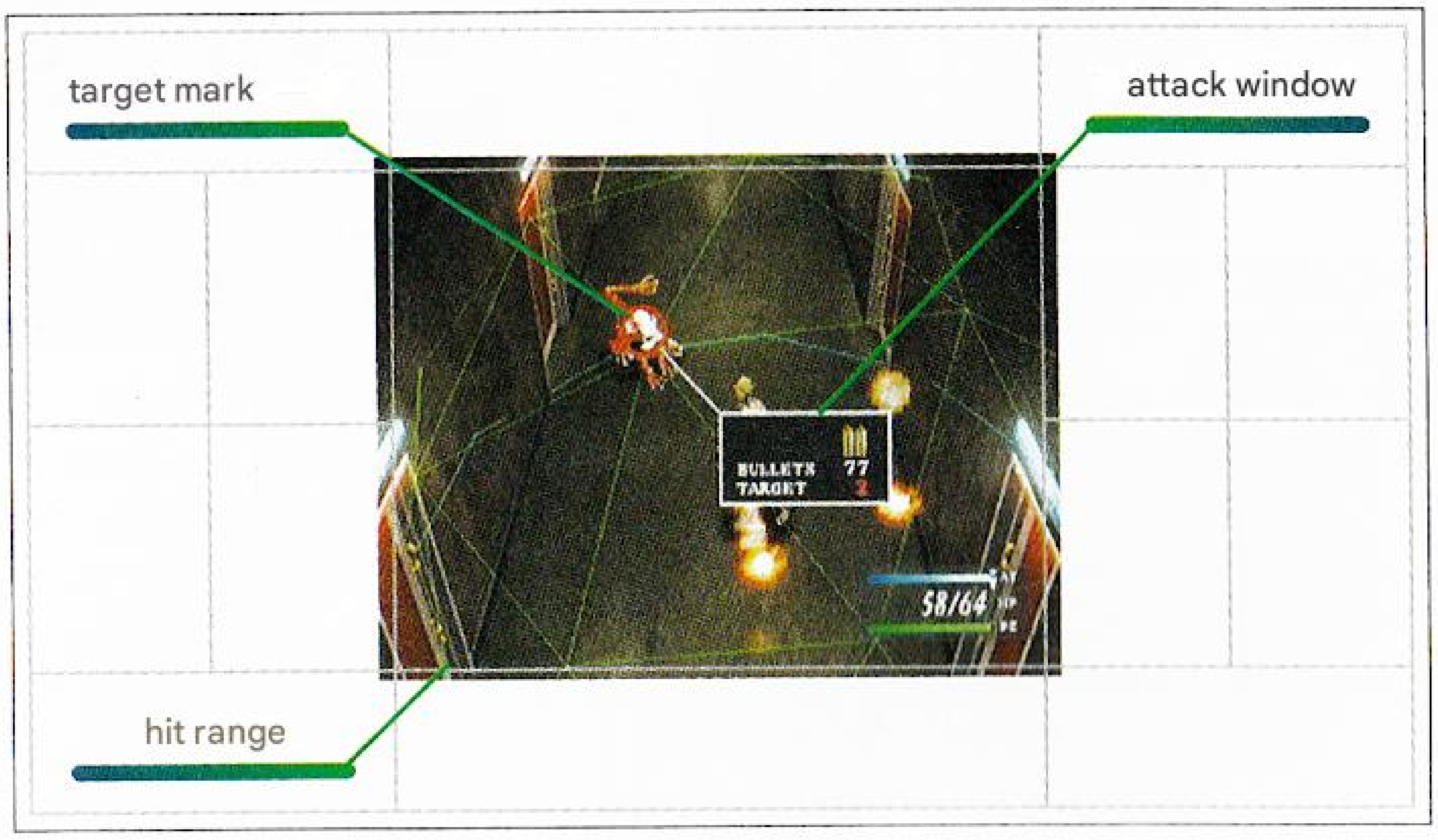
distance to enemy	Amount of damage dealt	hit rate	critical hit rate
0~50%	generally	100%	50%
51~80%			20%
81~100%			5%
101~120%	Normally×0.3	80%	0%
121~150%		50%	
151~180%		25%	
181%~	—	0%	—

* "Distance to enemy" is the percentage of the maximum effective range of the weapon

target mark

Weapon attacks can be aimed at any enemy on the screen. You can change the target of your attack by pressing the left or right directional pad. When you target an enemy, a target mark will appear, as well as an attack window (a window showing the enemy's number (*11), the number of bullets that can be fired in rapid succession, and the total number of bullets that can be fired with that weapon). Remember that if the target is within the effective range of the weapon, the target mark will become brighter.

One thing to keep in mind when performing weapon attacks is that there is a time lag between selecting a command and attacking the enemy (→P.29). Even if you are aiming at an enemy within the weapon's effective range, there is a chance that the enemy will leave the effective range before the attack can begin. Conversely, even if the targeted enemy is outside the effective range, there are also cases where they will step into the effective range when Aya launches her attack.



***9 Distance to enemy**

The distance to the enemy is determined by the distance between Aya's feet and the enemy's "area where the target mark is displayed."

***10 Wide range attack**

If you are equipped with a rocket launcher-type weapon or your weapon has the additional effect of "Burst," you can also attack enemies around the enemy you have targeted. The damage and hit rate of such wide-area attacks are determined individually for each enemy.

However, critical hits are determined in a special way; with a rocket launcher, a critical hit will only occur on enemies that are targeted, whereas with a "Burst," a critical hit is determined for each enemy.

Furthermore, on the screen where you select your target, the bodies of all enemies that will be hit by the attack at that time will glow white. This is useful when you want to attack multiple enemies at the same time.

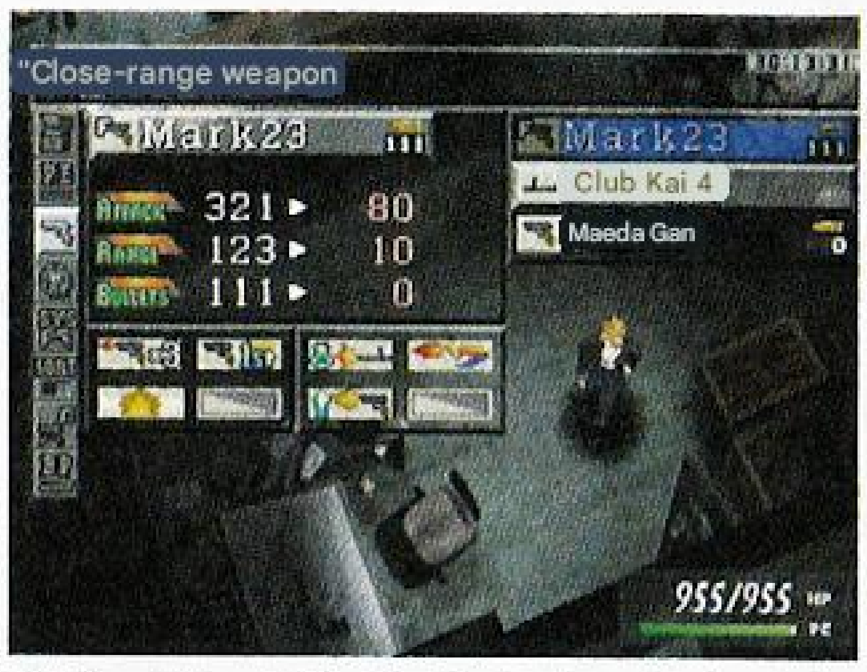
***11 Enemy number**

The enemy numbers (the red numbers to the right of TARGET) are for individual identification, and there is no pattern to the numbers themselves. However, if you want to defeat enemies one by one (concentrate your attacks on one enemy), paying attention to these numbers will help you avoid making mistakes when attacking.

Additional effects

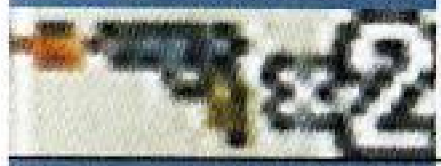
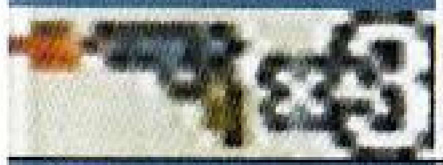
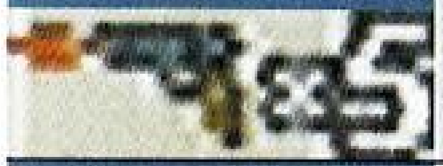
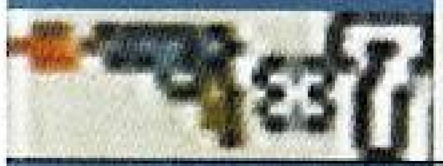
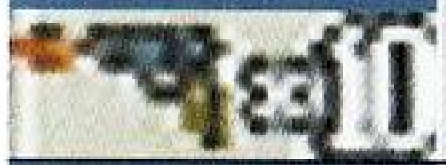
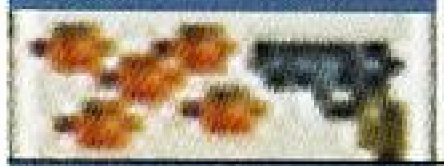
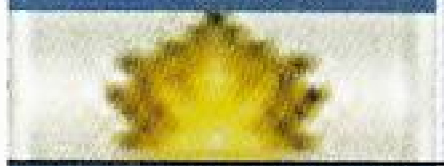
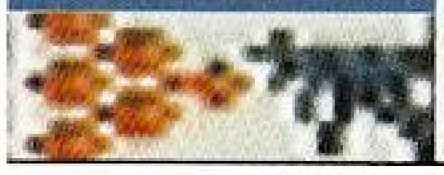
"What is the additional effect?

Many weapons and armor have additional effects that can be obtained during battle by equipping them. All types of additional effects and their effects are listed below for reference. Additionally, if you have a tool or universal tool, the additional effects of weapons and armor can be transferred to other equipment by tuning them up. For more information about tuning up, see CELL 3 (→P.44).



◆ This additional effect is displayed as a horizontal mark on the weapon status screen.

"Additional Effects List (for weapons)

Name & mark	effect	Weapons with that additional effect
rate of fire 2 	You can fire up to two bullets in succession with one command input(*12).	M84F, P220, G22, P226, USP modified 2, SP1C, DE50AE2, M96R, Maeda Gun M870, M500, MP5A5, M16A1, SG550, PSG-1, MAG, M79, M203 modified, M79 modified 2, M203 modified 3
rate of fire 3 	You can fire up to three bullets in succession with one command input.	M1911A1, M9, M92F, G19, M9 modified, G23, P220 modified, M1911A2, M9 modified 2, P229, Mark23, M10B, MP5K, MP5SD6, 64 Shiki, M16A2, FA-MAS, M79 modified, M203 modified 2
rate of fire 5 	A maximum of five bullets can be fired in succession with a single command input.	PPK, USP-TU, M11, Micro UZ, AK47
rate of fire 7 	A maximum of seven bullets can be fired in succession with a single command input.	M10、MP5PDW
rate of fire 10 	A maximum of 10 bullets can be fired in succession with a single command input.	PPSh41, Full UZ, P90
disorderly shooting 	Each attack randomly selects a target. Fire rate increases by 50%.	M11, M10, Micro UZ, MP5PDW, Full UZ
burst 	The attack will also hit enemies around the enemy that has the target mark on it (*13).	M870, M500, M870 modified 1, Maverick, M10B, S12
strafing 	Attacks all enemies on the screen in sequence with the same number of rapid fire attacks(*14).	MP5A5, P90, MP5SD6

*12 Disadvantages of rapid fire

Weapons with the additional effect of "Rate of Fire" allow for continuous attacks, but the attack power of each bullet decreases as shown in the table below.

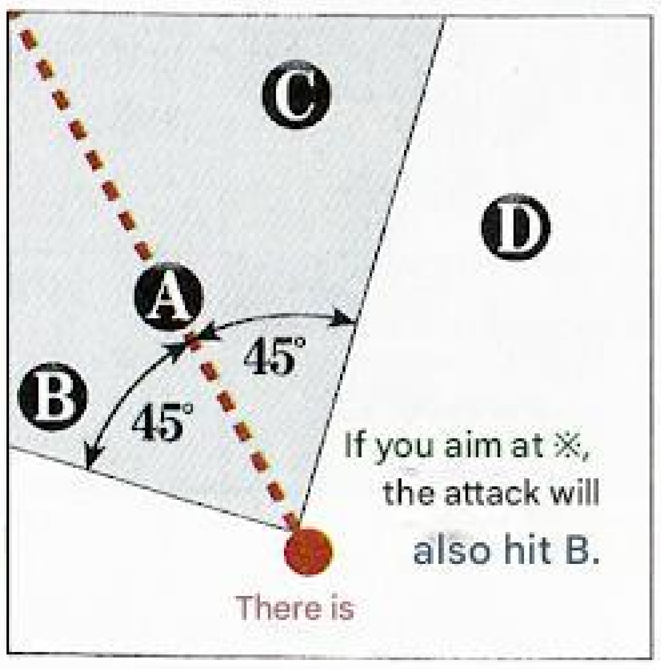
● Relationship between rate of fire and attack power

rate of fire	Attack power per bullet	Attack power when all bullets hit*
none	100%	100%
2	60%	120%
3	42%	126%
5	25%	125%
7	18%	126%
10	13%	130%

*This number is calculated by multiplying the attack power per bullet by the rate of fire.

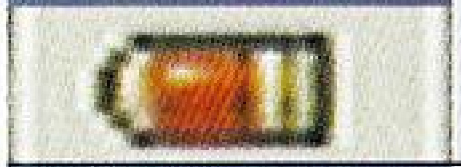
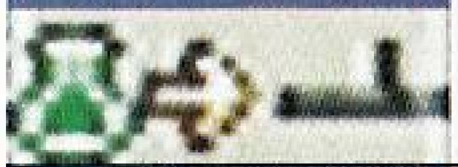
*13 "Burst" attack range

The attack range of the "Burst" is an area that extends 45 degrees to the left and right of the direction of the targeted enemy (see the diagram below). However, enemies outside the weapon's effective range will still not receive sufficient damage.



*14 Target of "Sweeping Fire"

"Sweeping Fire" will first attack the enemy closest to Aya, then fire bullets equal to the rate of fire, or if the enemy is defeated, the attack will change to the enemy closest to Aya.

Name & mark	effect	Weapons with that additional effect
heat 	Damage dealt to enemies weak to heat is increased by 1.5x, but damage dealt to enemies resistant to heat is reduced to 0.2x.	M203, M203 modified
Freeze 	Damage dealt to enemies weak to cold is increased by 1.5x, but damage dealt to enemies resistant to cold is reduced to 0.2x.	M79 Mod 2, M203 Mod 3
cyanide 	There is a certain chance that the damage will be increased by 1 to the enemy's remaining HP. The chance varies depending on the type of enemy, and is set to 0%, 50%, or 100%.	M203 modified to 5
acid 	There is a certain chance that the enemy will be poisoned (→ P.34). The probability varies depending on the type of enemy, and is set to 0%, 50%, or 100%.	
Tranquil 	There is a certain chance that the enemy will be put to sleep (→P.34). M79 The chance varies depending on the type of enemy, and is set to 0%, 50%, or 100%.	
counterattack 	When attacked by an enemy, there is a certain probability that a weapon attack will be performed (*15).	Club Kai 4, G20, USP-TU, M712, AK47
preemptive attack 	At the start of battle, there is a certain probability that the AT bar will be full for Club Kai 3, PPK, and USP Kai 2 (*16).	Mark23
steal 	There is a certain chance of stealing an item from the enemy (*17), but attack power is always halved.	Club Kai 2, Club Kai 3
Bundori 	Club Modification 4 (*17) has a chance to steal an item from the enemy. Attack power does not decrease.	
critical 	Critical hit rate is doubled compared to normal. Club Kai 4, 64 Shiki, XM177E2, MAG,	AK47
double command 	You can select the command up to two times in a row to use M9 Kai 2 and M8000.	
triple command 	The command can be selected up to three times in succession.	

*15 Probability of counterattack

The additional effect of "Counterattack" is executed with a probability equal to Aya's maximum HP +50 (unit: %) multiplied by the value in the table below. However, the additional effects of "Rampage Shot", "Sweeping Fire", and "Double (Triple) Command" will not be activated during this attack.

● Change in the probability of counterattacking the enemy

Aya's level	magnification
2 or more lower than the enemy	1.0x
1 lower than the enemy	1.5x
same as enemy	3.0 times
higher than the enemy	5.0 times

*16 Success rate of preemptive attacks

The probability of a successful preemptive attack (AT Par is full at the start of battle) is calculated by multiplying Aya's "AT Coefficient (→P.38)" by a percentage. If the AT Coefficient is 100 or higher, the probability is 100%.

* 17 Success rate of stealing and plundering

The probability of stealing an item from an enemy (being able to plunder) as an additional effect varies depending on the type of enemy, and is set to either 0%, 50%, or 100%. If it is determined that the theft is successful, the item to be stolen is determined from the item table held by the enemy with a set probability (→P.91). However, some enemies may have an item set as "Not possessed" in their item table. If this is selected, even if it is determined that the theft was successful, the message "Not possessed!" will simply be displayed, and you will not be able to obtain the item.

"Additional Effects List (for Armor)

Name & mark	effect	Armor with that additional effect
Poison avoidance	There is a 60% chance of avoiding being poisoned (→P.34).	B vest, B jacket, B suit, B armor
Avoid stiffness	There is a 60% chance of avoiding the slow state (→P.34).	B Protector, B Suit, B Armor
avoid darkness	There is a 60% chance of avoiding darkness (→P.34).	B suit, B jacket modified
Avoid confusion	There is a 60% chance of avoiding becoming confused (→P.34).	B suit modified
auto heel AUTO	When Aya's HP falls below 20% of its maximum, she will automatically use HP recovery items (18).	Cm Best, Cm Best Kai, Cm protectors, Cm jackets, Cm armor
auto care BONE	When Aya experiences a status change that is unfavorable to her (*19), she will automatically use a healing item (*20).	Cm suit, Cm armor
slot +1 +1	Increases the maximum number of items you can carry by 1.	Sv vest, Sv protector, Sv jacket
slot +2 +2	Increases the maximum number of items you can carry by 2.	SV Suit, SV Suit Modified
slots +4 +4	Increases the maximum number of items you can carry by 4.	Sv Armor, Sv Armor Modified
HP up HP	Increases maximum HP by 15%.	Cr Protector, Cr Suit, Cr Armor, Cr Armor Modification
Increase attack power	Aya's attack power level (→P.35) increases by 2.	Sp Armor Modification, Cr Armor
attack power down	Aya's attack power level (→P.35) is 2 lower Down.	B Suit Kai, B Armor, , CM Armor Kai
AT down AT	Aya's Active Time Level (→ P.35) decreases by 2.	Cr Protector, Cr Suit, Cr Armor
PE light PE	PE consumption when using Parasite Energy is reduced to two-thirds of normal.	CM Armor Kai

*18 HP recovery priority

When using Auto Heal, priority is given to items that restore the most HP. In order, they are: Full, 4 Healing 復 Items, 3 Healing Items, 2 Healing Items, and 1 Healing Item. Note that if you receive heavy damage when your remaining HP is 20% or more and your HP drops to zero in one hit, Auto Heal will not be activated.

*19 Unfavorable status changes

There are five types of adverse status effects: Poison, Blindness, Confusion, Defense Reduction, and Slow. All other status effects (→P.34) can be considered advantageous to Aya.

*20 Treatment priority

There is also a priority order for items used in Auto Care, with specialized treatments (such as poison treatments and movement restriction treatments) being used more frequently than panaceas.

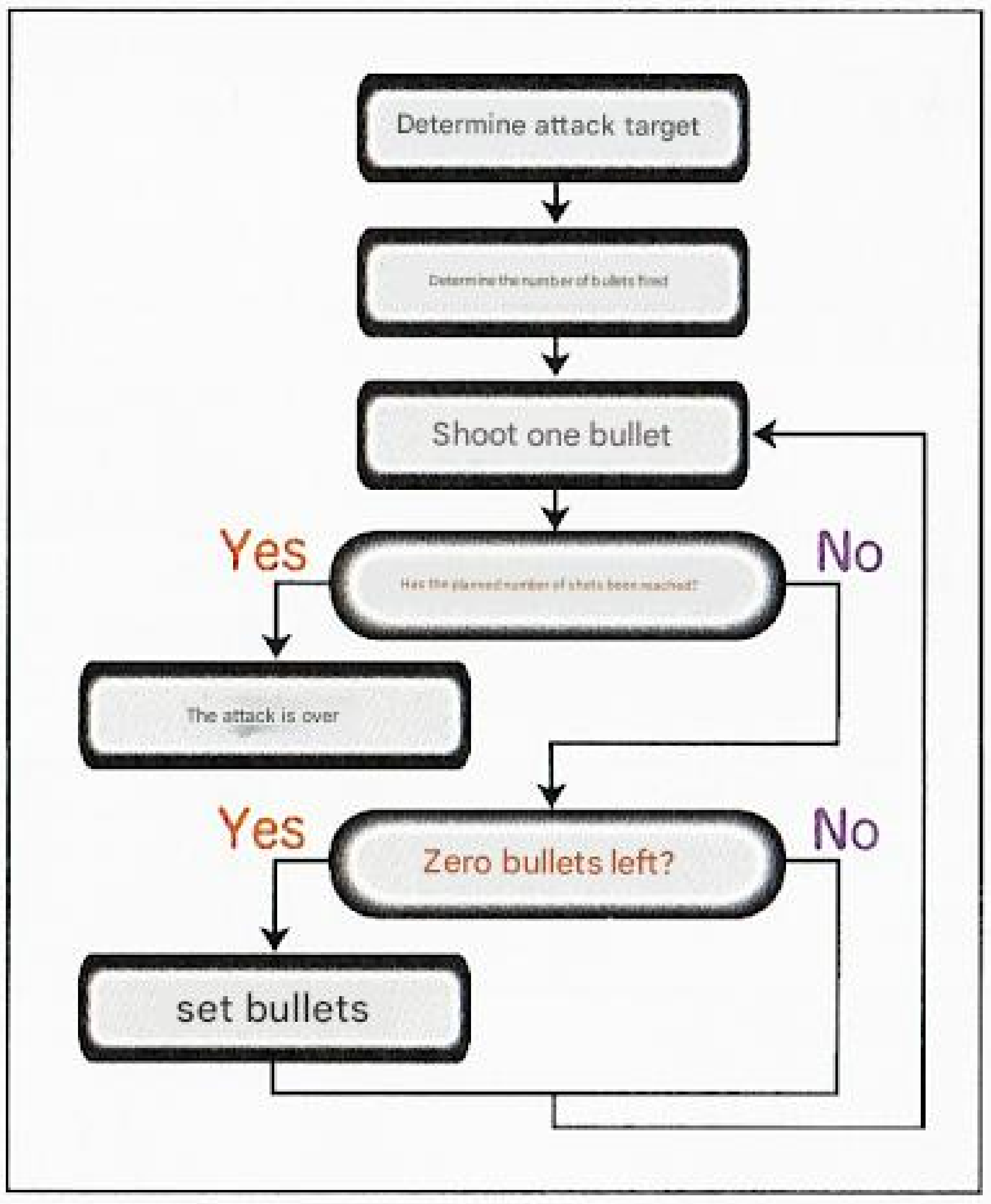
weapon attack

Weapon attack

Flow of weapon attacks

Attacks using weapons other than club-type weapons (firearms) are performed in the sequence shown in the diagram on the right. In "Determine number of bullets to fire," you can specify the number of bullets using the O and ☐ buttons (*21). On the other hand, club-type weapons do not have the concept of bullets, so you simply repeat the process of deciding the target to attack → Aya attacks.

After deciding on the target and number of bullets to fire, Aya will act automatically until the attack is complete. At this time, Aya will always face the direction of the targeted enemy, so even if the enemy moves quickly, the bullets will not go off to the side of the enemy (although if the enemy is far away, the bullets may miss).

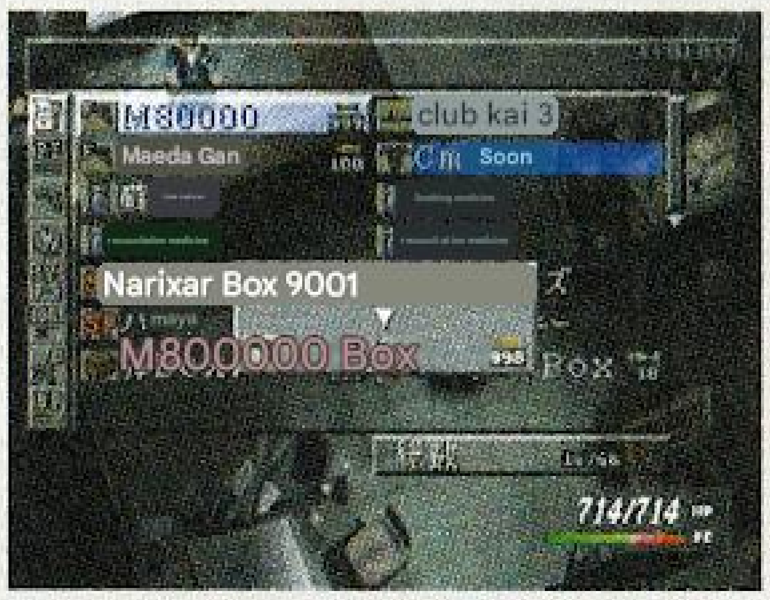


"Replenishment of bullets"

When you use up all the bullets in your weapon in battle, Aya will automatically reload the weapon's magazine with more bullets, but at this point Aya is defenseless and vulnerable to enemy attacks. If you want to proceed safely in battle, you need to be creative and not have Aya reload the magazine (*22). The time it takes to load bullets differs only depending on the weapon type (→P.29), and the number of bullets loaded does not have any effect. The type of bullets loaded into a weapon is the same for all weapons except the rocket launcher type, and is loaded from the "Bullet Box."

Replenishment in the item field

During movement scenes, you can replenish your weapon's ammunition in the item list. If you encounter an enemy and your weapon has few bullets remaining, you're more likely to have to reload mid-battle. To prevent this, if you're using a weapon with a low magazine capacity, make it a habit to replenish your ammunition after each battle.



◆ In the item list, you can specify the number of bullets to replenish one by one. Conversely, you can also transfer bullets from your weapon to the bullet box (remove bullets).

---

*21 How to change the number of bullets fired

For weapons with a "rate of fire" setting, when you press a button to decide how ☐ many bullets to fire, the number of bullets you've selected up to that point will be fired. If you want to fire only two shots with a weapon with a "rate of fire 3," you can select the first two bullets to fire (by pressing the O button twice) and then press the ☐ button.

☐ You can also use the button to change the number of actions in a "double (triple) command." For example, if you press the button after selecting the first command in a "triple command," ☐ the remaining number of times you can select the command will be one.

*22 How to avoid bullet loading

The most reliable method, as shown on the left, is to frequently replenish your inventory using your item list, but there are other surprising techniques to avoid running out of ammo (→P.292). Also, if you increase the number of bullets in your weapon using items or bonus points, you can reduce the risk of running out of ammo.

Operating time

Action time

Difference in operating time

The action time when performing a weapon attack varies depending on the type of weapon equipped, as shown in the table below. For reference, we have also listed the interval between rapid fires when firing bullets with the additional effect of "Rate of Fire" (*23), and the action time from loading bullets into the weapon to firing them. If you don't want the enemy to attack you mid-attack, it's a good idea to use a weapon with a short action time (handgun or machine gun) (*24).

● Operation time by weapon type

type	①Before attack	②After attack	③Fire interval	4 bullet set
club	1.1 seconds	0.5 seconds	――	――
hand gun	0.5 seconds	0.4 seconds	0.5 seconds	2.0 seconds
shotgun	0.8 seconds	1.0 seconds	1.1 seconds	2.8 seconds
machine gun	0.3 seconds	0.2 seconds	0.1 seconds	1.7 seconds
rifle	1.2 seconds	0.5 seconds	0.7 seconds	2.5 seconds
grenade launcher	1.1 seconds	0.9 seconds	1.0 seconds	3.1 seconds
rocket launcher	1.1 seconds	0.4 seconds	――	――

① Before attacking... Decide command ~ Attack hits

② After the attack... The attack hits and you can move.

③ Rapid Fire Interval: From when the attack hits until the next attack hits (when firing rapidly)

④ Bullet set... Attack hits ~ Bullet set ~ Next attack hits (when firing rapidly)

What if you get hit by an enemy attack before you can attack?

If Aya receives an enemy attack (including contact damage) while preparing for a weapon attack, she will enter a damage pause and resume the weapon attack from the state she was in immediately before receiving the damage. (*25) Because a weapon attack command cannot be canceled once it has been entered, if Aya receives enemy attacks in succession, the time lost before she can move will be greater than usual. When multiple enemies are attacking, it is best to refrain from using a weapon attack until you are no longer vulnerable to enemy attacks. Incidentally, the same applies if you are attacked by an enemy while loading a weapon; you will enter a damage pause, resume loading, and then perform the remaining attack.

◆ Club-type attacks are weapons This is done by holding the weapon behind you. The action takes just over a second.

◆If you receive damage here, Aya staggers, temporarily halting her attack.

⬆After that, there is a significant loss of time before you can resume your attack and attack the enemy.

*23 Rapid fire interval when changing target

When you fire a weapon at different targets in rapid succession, such as firing the first shot at enemy A and the second at enemy B, the interval between shots will be 0.3 seconds longer than the intervals shown in the table on the left. When using a weapon that can fire rapidly, it is best to attack enemies one by one.

*24 Operation time other than weapon attack

Unlike weapon attacks, when using an item or Parasite Energy (except for the moment when the action begins), all other actions are temporarily halted. This means that you can use Parasite Energy to attack just before being attacked by an enemy, defeating the enemy in front of you and avoiding danger.

*25 For enemies

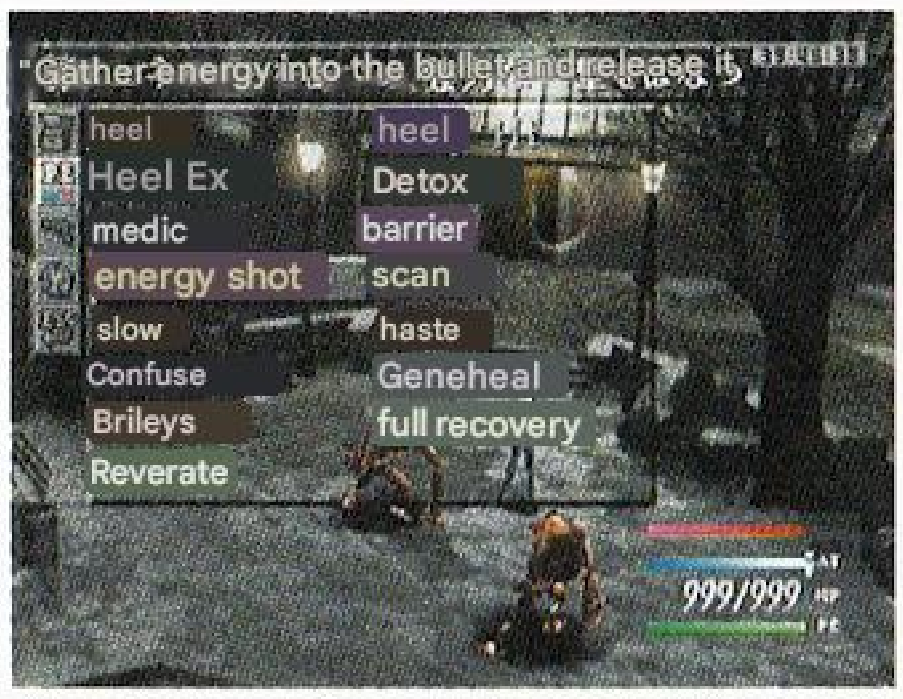
Just like Aya, when an enemy receives damage just before attacking, the time lost before attacking is significant. Therefore, by using a weapon with high rate of fire, you can inflict damage while immobilizing the enemy. You can also attack when the enemy is about to attack, and then create some distance while they are unable to move (such as in the battle against TROODON). These tactics should not work against stronger enemies (so-called bosses), as their actions are not interrupted even when damaged, but the only exception is when you hit them with Parasite Energy's "Repare." "Repare" has the effect of forcibly ending all of the enemy's attacking actions.

Parasite Energy

Parasite energy

"What is Parasite Energy?

Aya can harness the power of the mitochondria in her body to exert "magic"-like abilities such as HP recovery and attack assistance. These abilities are collectively called Parasite Energy. At level 1, the only Parasite Energy Aya can use is "Heal," but every time she reaches a certain level, she automatically learns a new Parasite Energy (→ P.31). When Aya reaches level 33, she will be able to use all 15 types of Parasite Energy.



◆There is also parasite energy for attacks, which is useful when the weapons you have are weak (*26).

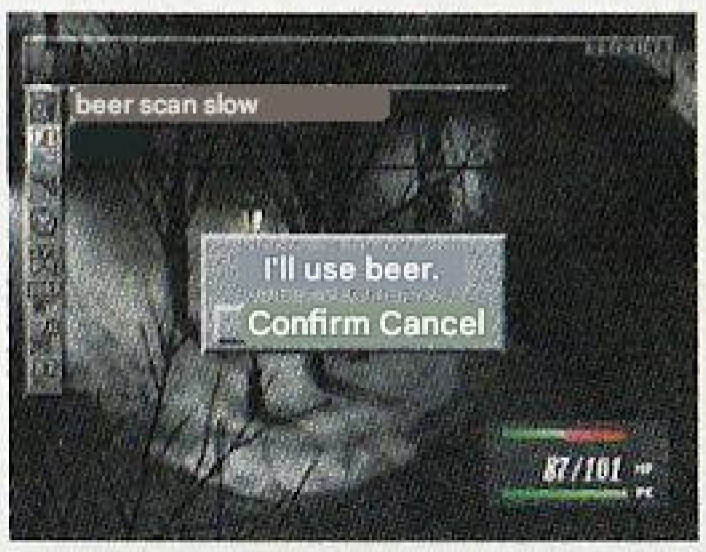
"PE bar recovery speed

The PE bar consumed by Parasite Energy and other methods recovers little by little as time passes in battle (*27), but the more the PE bar is recovered, the slower the subsequent PE bar recovery speed becomes (*28). However, when the PE bar is full, the PE bar recovery speed will not decrease no matter how much time passes. Also, when using Parasite Energy's "Barrier" and "Gene Heal," the PE bar will not recover until the effect wears off (during which time the PE bar recovery speed will not decrease). Furthermore, the PE bar recovery speed stops decreasing just before it reaches zero, so no matter how long the battle lasts, the PE bar will not stop recovering.

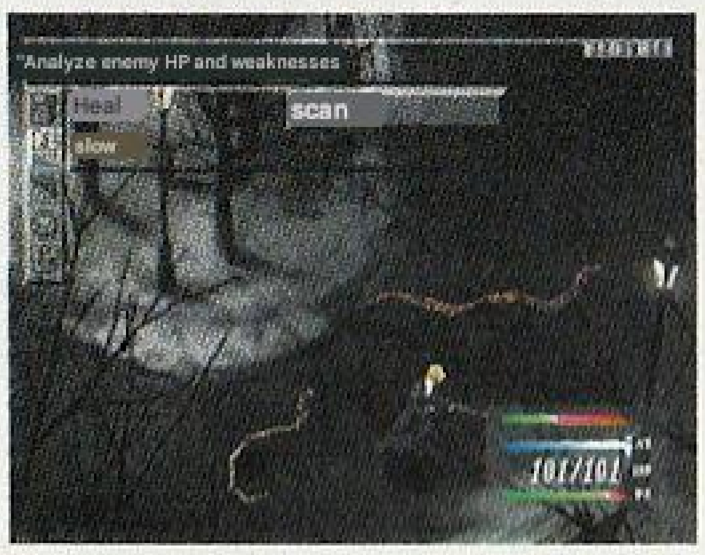
The amount of PE bar you want to have before the battle

To proceed safely through battle, you want to keep your PE bar as full as possible so that you can use Parasite Energy in case of emergency.(*29) Sometimes it's a good idea to intentionally prolong the battle to allow your PE bar to recover.

However, it takes a little time from the start of battle until you can use Parasite Energy (i.e. the AT bar is full) unless the additional effect of "Preemptive Attack" is activated. During that time, the PE bar will recover, so if you take that into account, it's no problem to use "Heal" types during movement scenes and consume a certain amount of the PE bar.



← Encounter an enemy. After consuming the PE bar,



← The E bar also recovers to almost full. When the AT bar is full,

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*26 The cost of the attack

There are two types of Parasite Energy attacks: "Energy Shot" and "Repare." Both are powerful attacks that can deal a lot of damage, but the trade-off is that after the attack, Aya's PE bar will drop to zero and she will be unable to move for a while.

*27 Full recovery of PE bar

PE bars don't just recover during battle. When you talk to the paramedic at the entrance to Carnegie Hall on Day 1, and when the in-game date changes, Aya's HP and PE bars are fully restored. Therefore, when fighting the enemies that appear at the end of each day, you can expect to use up your entire PE bar.

*28 Reset recovery speed

The recovery rate of the PE bar will gradually decrease until the end of the battle. However, when the map changes in the battle against Alligator 1 in the Sewers on Day 1 and Spider-Woman 1 in the Hospital on Day 4, or when the enemy transforms in the final battles on Days 5 and 6, the recovery rate will return to what it was at the start of the battle. Furthermore, in other battles, if you take certain actions, the recovery rate of the PE bar will return to its initial state (→ P. 292).

*29 Benefits of a full PE bar

If you enter combat with a full PE bar (or if you fill it up during combat), it will flash for 8 seconds, during which time you will take half damage from anything other than enemy contact or poison effects, so saving your PE bar is another benefit.

"Types of Parasite Energy

name	Acquisition level	PE bar consumption	Explanation
heel	1	60	Restores Aya's HP by 30.
scan	4	50	Displays the selected enemy's maximum HP, remaining HP, and weak points (not valid for some enemies).
slow	7	90	For 1 to 3 turns, the selected enemy's AT bar build speed will be reduced by 0.6x.
Detox	9	100	Cures Aya's poison status.
Heel Hi	11	120	Restores 60 HP to Aya.
barrier	13	One-third of the maximum value	This reduces damage taken from enemy attacks to zero, but consumes 30 PE bar each time. Also, the additional effect cannot be nullified.
energy shot	15	1 or more (full consumption)	Fires a bullet of light at the selected enemy (effective range is infinite. Consumes one bullet). Club or Rocket Launch Cannot be used when equipped with a rapier-type weapon.
Confuse	17	150	For 1 to 3 turns, the selected enemy is confused (spinning in place).
haste	20	200	For 15 seconds, Aya's movement speed and AT bar accumulation speed are increased by 1.5 times.
Heel Ex	22	500	Recovers Aya's HP by 280 (*31).
Geneheal	25	400	Aya recovers 1 HP every 2/30 seconds. Each time, the PE bar decreases (*32).
medic	28	600	Cures all unfavorable status changes on Aya.
pre-raise	30	1000	If Aya's HP reaches zero while under this effect, her HP will be restored to half of its maximum value (remaining PE bar will be reduced to one-quarter).
full recovery	32	1300	Aya's HP is fully restored and all adverse status effects are cured.
Reverate	33	same as maximum value	Performs seven consecutive powerful attacks. The target is determined randomly each time. It also has the effect of interrupting enemy movements.

*The maximum value of the PE bar changes depending on Aya's level (→P.37).

*30 "Barrier" characteristics

Normally, if you receive an attack while under the effect of "Barrier," the PE bar will decrease by the amount shown below. When the PE bar reaches zero, the effect of "Barrier" will end. For example, if Aya, whose PE bar has a maximum of 1192 and maximum HP of 573, receives an attack that deals 50 damage, her PE will decrease by 4 x 50 x 1192 - 573 - 416. However, there are some attacks that can be nullified by "Barrier" without decreasing PE. These attacks include all enemy contact damage, BIG-DOGMAN's "Sonic Waves," CRAB's "Beam Strafe," and the Perfect/Third Form's "Energy Radiation."

The amount of PE bar that decreases when an enemy attack is nullified with "Barrier"

4 x original damage
× Maximum value of PE bar ÷ Maximum HP

*31 Benefits of Heal Ex

When Aya's HP is reduced by 280 or more, you should always use "Heal Ex" if you want to efficiently recover HP with Parasite Energy. This is because "Heal Ex" recovers HP slightly more than the amount of PE bar consumed, at 0.56 times, compared to 0.5 times for "Heal" and "Heal Hi."

*32 "Genheal" effect duration

While under the effects of "Genetic Heal," the PE bar decreases at the following rate every 1/30th of a second. For a level 30 Aya with a maximum PE bar of 1192, the PE bar will decrease by 1192 + 30 + 30 = 1. When the PE bar reaches zero, the remaining PE bar is reset to 1 and the effect of "Genetic Heal" ends.

The amount of PE bar reduction during the effect of "Genheal"

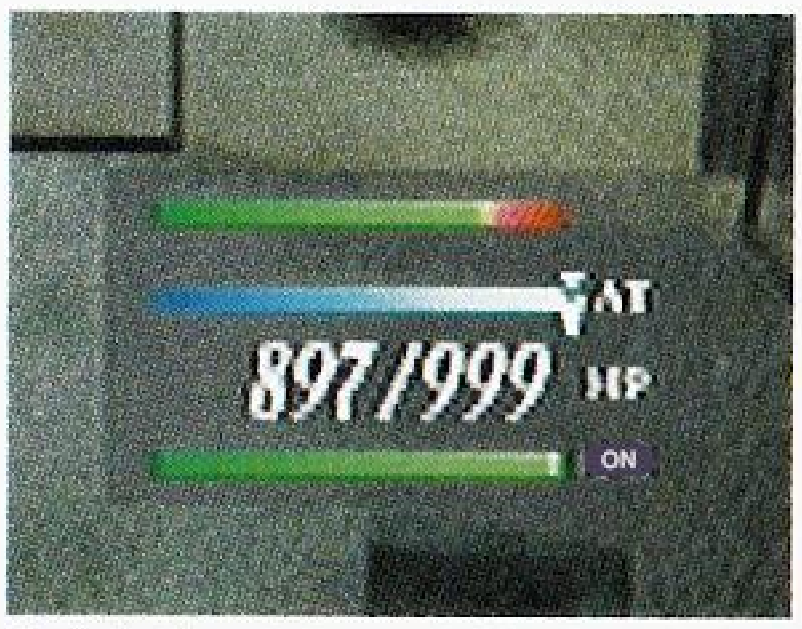
Maximum value of PE bar
÷ Aya's level ÷ 30
*Per 1/30th of a second

hit points

Hit point

Role of HP (Hit Points)

HP is a number that indicates how much an attack a character can withstand, and when it reaches zero, that character (Aya or NMC) will fall. If Aya's HP reaches zero without any preparation, it will be game over (*33), so when her HP is low, use recovery items or "heal" type parasite energy to restore it.



◆ Unlike the AT bar and PE bar, Aya's HP is displayed as a number. The number on the left is the remaining amount, and the number on the right is the maximum amount.

Amount of damage dealt by Aya's attacks

The amount of damage inflicted on enemies by Aya's weapon attacks and offensive parasite energy is determined by the following formula (*34). For reference, the results of calculations for the sample state below are also shown.

sample

Aya's data

level	33
Basic attack power	350
Basic defense	362
Weapon being equipped	M8000 (Attack power: 53)
Equipped armor	Cm Protector (Defense: 37, PE Defense: 48)
"PE bar maximum value	1420
Remaining amount of PE bar	820

enemy data

kind	PTERODACTY1 (appears in museums)
Defense	55
Attack name/Attack power	Claws (Physical Attack)/162
	Dazzle (PE attack)/124
total number of enemies	PTERODACTY1 and 3 others

The amount of damage dealt to enemies by weapon attacks

Aya's basic attack power ÷ 5 + weapon's attack power × enemy's defense power

*Result is less than 1 Change to 1 if

Sample: 350 + 5 + 53 - 55 = 68 -

The amount of damage dealt to enemies with "Energy Shot"

A+A×Level Coefficient×(Remaining PE Bar ÷ Maximum PE Bar Value)-Enemy Defense

*A = Aya's basic attack power + 5 + weapon attack power

Sample: A = 350 + 5 + 53 = 123

123+123×2×(820÷1420)−55=210

● Level coefficient list

Aya's Level	Level Factor
7~28	1
29~51	2
52~75	3
76~97	4
98~99	5

Damage dealt to enemies with "Liberate"

6 x (Aya's level + Aya's basic attack power - 25) x (1 + 0.1 x (total number of targets - 1)) ÷ 7 - enemy's defense power

* The damage calculated using the above formula will be dealt a total of 7 times.

Sample: 6 x (33 + 350 - 25) x (1 + 0.1 x (3 - 1)) ÷ 7 - 55 - 313

***33 How to avoid game over**

If you have a resuscitation potion or are under the effect of Parasite Energy's "Pre-Raise", Aya's HP will automatically recover even if it reaches zero, preventing a game over.

In addition, the armor has the additional effect of "Auto Heal", and if you have at least one recovery item, your HP will automatically recover when it gets low. However, if you receive a large amount of damage and your HP drops to zero, recovery will not occur. After the final battles on Day 4 and Day 6, there is an escape event for Aya, but if you do not take the correct action there, the game will end, even if you have made the preparations mentioned above, so be careful.

***34 Key points of the formula**

To summarize the meaning of the formula for calculating offensive parasite energy, the higher the weapon's attack power and the more PE bar remaining, the greater the damage dealt by "Energy Shot." On the other hand, the higher Aya's level and the greater the number of enemies, the greater the damage dealt by each attack with "Repare."

The amount of damage caused by enemy attacks

A unique feature of Aya's attacks is that the amount of damage she receives from enemy attacks is calculated using a different formula than when she attacks. First, there are two types of enemy attacks: those that bite or punch are called physical attacks, and those that shoot rays or mucus are called PE attacks. The difference between the two is that damage from physical attacks can be reduced by the "defense power" of armor, while damage from PE attacks can be reduced by the "PE defense" of armor (see the formula below). Also, if Aya collides with an enemy's body, she will receive contact damage, but the amount of damage is set for each type of enemy (→P.91) and is not affected by Aya's defense power or PE defense.

The amount of damage received from enemy attacks

Physical attack: Enemy's attack power - Aya's basic defense power / 5 - Armor defense power

PE Attack: Enemy Attack Power - Aya's Basic Defense Power / 5 - Armor PE Defense

*If the result is less than or equal to zero, change it to zero

《Sample》 Physical Attack: 162-362-5-37-53

Sample PE attack: 124-362-5-48-4

*The "Sample" is calculated by substituting the sample values on page 32.

Change in damage amount

The amount of damage calculated using the formula introduced so far may also increase or decrease under the following conditions: 1. Critical hits (*35) occur with a certain probability, and damage is multiplied by 1.5. 2. If the weapon has the additional effect of "Heat" or "Freeze," the amount of damage dealt will change according to the enemy's resistances and weaknesses, as shown in the table below. 3. Depending on the distance from the enemy, the amount of damage dealt by a weapon attack can be reduced to 0.3 times (→P.24). 4. Aya receives The amount of damage will change as shown in the bottom column if you are in a haste or defense-reduced state, or if the PE bar is flashing.

The effect of "Heat" and "Freeze" on damage amount

If the additional effect is against an enemy's weakness → Normal damage amount x 1.5

If the additional effect is one that the enemy is resistant to → Normal damage amount x 0.2

There is no resistance to the enemy

If it is an additional effect that is not a weakness → The amount of damage does not change

Damage amount on critical hit

Normal damage amount x 1.5

Damage taken while in Haste or with reduced defense

when calculating the amount of damage

Reduces Aya's basic defense by 0.3x

*Haste + 0.09x when defense is reduced

The amount of damage taken when the PE bar is flashing

Normal damage amount x 0.5

● The amount of damage when attacking with a weapon that has both "Heat" and "Freeze"

Effectiveness against enemies		Rate of change in damage
heat	Freeze	amount
D	△	1.0x
○	△	1.5x
△	○	1.5x
×	△	0.2x
△	×	0.2x
×	○	1.5x
○	×	1.5x
×	×	0.2x
○	○	1.5x

*○...No resistance + weak point, △...No resistance, ×...Resistance

*35 Critical Hit Rate

The calculation method for the probability of a critical hit is different for Aya's attacks and enemy attacks. Aya's attacks are determined by the distance from the enemy (→P.24), while enemy attacks use the following formula. Note that contact damage and attacks using parasite energy will not result in a critical hit under any circumstances.

By the way, the color of the damage display text turns yellow if Aya's attack is a critical hit, but remains white if the enemy's attack is a critical hit. The only way to determine whether the enemy's attack is a critical hit is to look at the change in the amount of damage.

of enemy attack critical hit rate

Enemy critical hit rate ×(100-Aya's Armor CR Evasion ÷5)+100

*The unit is %. For "Enemy critical hit rate", refer to CELL 4 (→ P.91).

state change

State variation

[What is state change?]

In battle, Aya and enemies may be put into special states due to the effects of parasite energy or attacks. These are called status changes, and there are a wide variety of types, from those that are advantageous to Aya to those that are detrimental (see the table below). When Aya is in a certain state, a symbol indicating that state will appear on the screen. Using a treatment item other than a panacea (such as a poison cure) can also result in a "preventive status change (such as poison prevention)" that will prevent the corresponding status change once.

● Type of state change

Name	mark	Explanation
poison		HP will decrease over time. The amount and timing of HP loss will vary depending on the type of enemy.
		For a certain period of time, the effective range of the weapon becomes narrower in the darkness, and attacks can only reach enemies in front of you.
confusion		For a certain period of time, Aya's movement direction will not match the controls, and enemies will be unable to move.
Defense decline	DEF	Base defense is reduced to 30% of its current value.
haste		For a certain period of time, movement speed and AT bar accumulation speed will be increased by 1.5 times, and basic defense will be reduced to 30% of the current value
Slow (low speed)		For a certain period of time, movement speed is reduced to 0.6x and AT bar accumulation speed is halved (the latter applies only to Aya).
slow (stop)		For a certain period of time, you will be unable to move and the AT bar accumulation speed will be halved.
sleep		This status change only occurs to enemies, making them unable to act for a certain period of time.

name	mark	Explanation
barrier		By consuming the PE bar (or not), you can reduce the damage you take to zero.
Geneheal	HP	HP recovers little by little over time.
pre-raise		When HP reaches zero, HP will recover to half of its maximum value and the remaining PE bar will be reduced to one-quarter.
Poison prevention		Prevents you from being poisoned once.
darkness prevention		Prevents you from becoming dark once.
Confusion prevention		Prevents you from becoming confused once.
Slow prevention		Prevents you from being slowed once.

"How to solve the state change

Status effects other than preventative (*36), Barrier, Pre-Raise, and Defense Reduction will disappear over time (*37), but if you use an item that removes (treats) the status effect or Parasite Energy, the status effect will be removed immediately. Also, since the slow and haste effects cannot coexist, if Aya uses Haste while in a slow state, the slow effect will be canceled and she will enter the haste state.

Conditions for Aya's status changes to disappear

① The specified time has passed
②Use therapeutic items
3. Use parasite energy for treatment
④ Enter Haste while in Slow mode (and vice versa)
⑤ Aya, whose HP has reached zero, will be revived.
⑥ Receiving a specific attack (such as Eve or the final form)
⑦The battle ends

*36 Preventive condition changes

Preventive status effects, such as poison prevention, cannot be removed by the passage of time or the use of items, but can be removed by receiving an attack that causes a preventable status effect. In addition, all status effects, including preventive ones, will disappear if Aya is revived with "Pre-Raise" or a resuscitation potion.

*37 Status change duration

The conditions under which a status change will naturally disappear are classified into three types: 1) the duration set for each status change has passed, 2) the duration calculated based on ability values has passed, and 3) it is determined randomly each turn.

① applies when Aya is poisoned, hasted, or slowed. The duration of the poisoned state is 30 seconds, and the duration of the hasted and slow states is 15 seconds each. ② applies when Aya is blinded or confused, and the duration is calculated using the formula below. ③ applies when Aya is poisoned, hasted, or slowed. The duration of the poisoned state is 30 seconds, and the duration of the hasted and slow states is 15 seconds each.

This applies to all status changes inflicted by Aya on enemies, and each time the enemy's AT bar fills up, there is a certain probability that the status change will disappear (it will definitely disappear on the third turn). Furthermore, if the same status change occurs multiple times, the duration of the effect will only be recalculated if it was inflicted by Aya.

When Aya is in darkness or confusion

9000 ÷ Aya's status healing speed +120

*The unit is 1/30th of a second. For "Status treatment speed," see page 38.

ability value

Ability

"Aya's ability scores

Aya has various ability scores that are not displayed on the screen. The numbers displayed on the menu screen are called "ability level," and various ability scores are determined according to this level, which are used to calculate damage amounts and other things (→p. 32). The table below shows which ability scores each ability level corresponds to, and what factors each ability value affects. The "Role of Ability Scores" table also indicates which page in this book the formulas for calculating each ability value are on.

● Ability score levels and corresponding ability scores

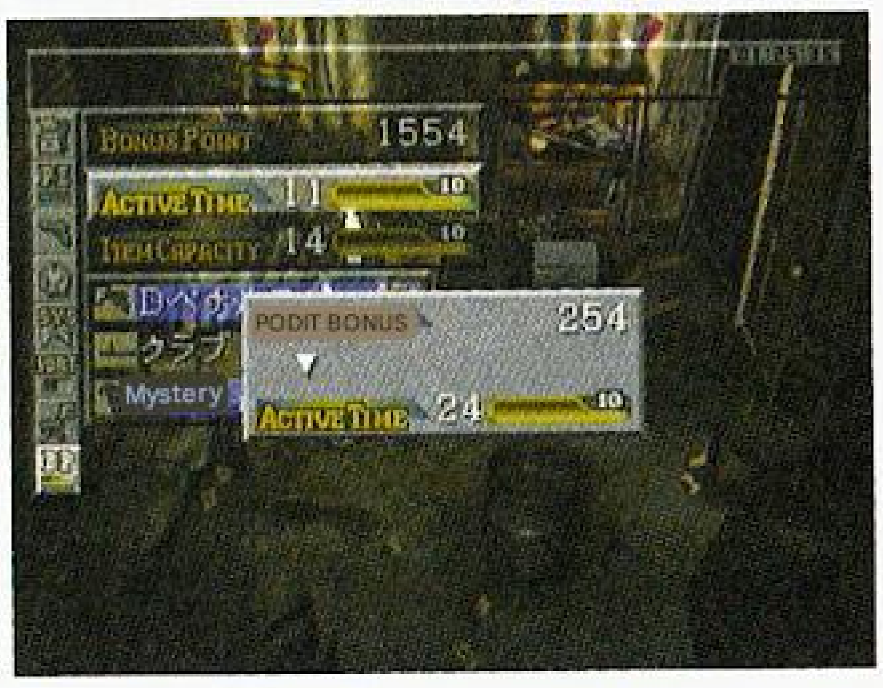
name	Display on menu screen	Compatible ability values
attack power level	OFFENSE	Basic attack power
defense level	DEFENSE	Basic defense
PE level	P.ENERGY	PE bar recovery speed, PE bar recovery correction
condition treatment level	STATUS RECOVER	condition treatment speed
active time level	ACTIVE TIME	AT coefficient
Item capacity level	ITEM CAPACITY	(Number of items owned)

● Role of ability values

name	Which elements does it affect?	Related pages
Basic attack power	Amount of damage dealt to enemies by Aya's attacks	P.32
Basic defense	Amount of damage Aya receives from enemy attacks	P.33
PE bar recovery speed	Aya's PE bar recovery speed default value	P.30
PE bar recovery correction	The rate at which Aya's PE bar recovery speed decreases	P.30
condition treatment speed	When Aya is in darkness or confusion	P.34
AT coefficient	Aya's AT bar accumulation speed, AT bar accumulation amount at the start of battle	P.23
Number of items held	Total number of items Aya can possess	P.38

"Conditions for ability values to change

All ability scores increase as Aya levels up (*38). Active time level and item capacity level can also be increased using bonus points (→P.39). Additionally, attack power level will increase (or decrease) when equipped with armor that has the additional effect of "Attack Power Up" or "Attack Power Down," and basic defense power will decrease when in haste or defense-reduced state. There is also an additional effect called "AT Down" that will lower active time level.



◆ Ability to improve by using bonus points
Power levels are only active time levels and item capacity levels.

*38 Situations where ability level does not increase

Generally, Aya's ability level increases as she levels up, but her Active Time Level does not increase when she reaches levels 2, 7, or 8. This causes a difference between Aya's level and her Active Time Level. Specifically, her Active Time Level is 1 lower than Aya's level from levels 2 to 6, 2 at level 7, and 3 at level 8 and above (excluding when she is strengthened with bonus points).

Battle results

Battle result

What you get in battle

When you defeat all enemies in battle, you can obtain EXP (*39) and items (loot) according to the type of enemy. However, if Aya flees from battle, she will not receive EXP or loot, even if she defeated an enemy during the battle. Furthermore, if you use a weapon with the additional effect of "steal" or "plunder," you can steal items from enemies in addition to loot, but these items will not disappear even if Aya flees.

Level up

Aya's level will increase if the total EXP earned up to that point exceeds a set value (*40). As she levels up, Aya's combat ability increases and bonus points (→P.39) are also added. The EXP required for the next level up (required EXP), as well as the maximum HP and PE bar values at each level, are shown in the table on the right-hand page. The total EXP earned up to that point can be checked at the end of battle, and the EXP required for the next level up can be checked at the end of battle and on the menu screen.

Changes in ability scores due to level up

Each ability level has a set amount of "ability EXP," and each time Aya's level increases by one, 10 ability EXP is added. If this exceeds a certain value, the ability level increases, and the corresponding ability score also increases (→P.38). The ability EXP (total value) required to increase an ability level is in increments of 10, such as 10 for level 2, 20 for level 3, etc., so the ability level will always match Aya's level. However, the ability EXP required to level up is irregular for active time level (→P.37), so it is possible that even if Aya's level increases, her active time level will not increase (→P.35).

What happens if you increase your Active Time level with bonus points?

When you use bonus points to raise your Active Time Level, the total stat EXP required for the next level increases. Therefore, if you use bonus points when the stat EXP required to level up is 11 or more, your stat EXP will increase significantly, and you will likely reach a higher Active Time Level from then on, as shown in the table below.

● If you do not use bonus points to strengthen your character

Aya's level	active time level	Ability value EXP
5	4	40
6	5	50
7	5	60
8	5	70
9	6	80

● When you use bonus points when your active time level is 5

Aya's level	active time level	Ability value EXP
5	4	40
6	5→6	50→72
7	6	82
8	7	92
9	8	102

---

*39 Is it necessary to earn EXP?

By repeatedly going back and forth between encounter areas and fighting more, Aya's level will increase, making the game easier to progress through. However, if you're just progressing through the story, there's not much need to earn EXP. This is because the amount of EXP you earn increases exponentially as the story progresses.

For example, while RAT3 on Day 3 has 26 EXP, RATMAN1 on Day 4 has 92, a difference of more than three times the EXP earned. In other words, even if you fight 10 more times than usual, you can earn that much EXP in 2-3 battles the next day. Even if you earn EXP, Aya's level will only be 1-3 points higher than if you were to progress through the story normally, so it's safe to say that "earning" EXP is unnecessary unless something extraordinary happens.

*40 Change in required EXP

The EXP required to level up increases with the level (→P.37), and it takes over 180,000 EXP to reach "Level 37-38." However, from "Level 38-39" onwards, the required EXP drops dramatically to just 4,500 (4,841 for "Level 98-99"), making it possible to level up in just a few battles. Incidentally, even though the required EXP decreases, Aya's strength continues to increase at the same rate (except for the increase in her maximum HP, which drops dramatically after level 35).

- EXP required to level up Aya and changes that occur when leveling up

level	Necessary EXP		Max HP	PE bar
	total	Difference from next level		maximum value
1	0	3	45	80
2	3	5	49	84
3	8	11	53	88
4	19	9	64	92
5	28	13	67	97
6	41	27	72	102
7	68	36	92	110
8	104	38	101	117
9	142	42	107	125
10	184	56	115	134
11	240	85	123	147
12	325	103	133	162
13	428	140	174	182
14	568	300	181	206
15	868	252	189	234
16	1120	340	195	270
17	1460	460	203	310
18	1920	986	210	354
19	2906	838	273	402
20	3744	1131	283	462
21	4875	1528	296	502
22	6403	2062	307	550
23	8465	2783	320	610
24	11248	5968	335	684
25	17216	5073	422	774
26	22289	6848	437	890
27	29137	14683	532	1000
28	43820	12481	547	1060
29	56301	16850	561	1124
30	73151	22747	573	1192
31	95897	30708	589	1264
32	126605	41456	604	1340
33	168061	55965	621	1420
34	224026	75553	671	1504
35	299579	101996	763	1592
36	401575	137695	765	1684
37	539270	185888	767	1782
38	725158	4500	769	1888
39	729658	4500	771	2000
40	734158	4500	773	2025
41	738658	4500	775	2050
42	743158	4500	777	2073
43	747658	4500	779	2096
44	752158	4500	781	2119
45	756658	4500	783	2142
46	761158	4500	785	2164
47	765658	4500	787	2186
48	770158	4500	789	2208
49	774658	4500	791	2230
50	779158	4500	793	2251
51	783658	4500	795	2272
52	788158	4500	797	2293
53	792658	4500	799	2313
54	797158	4500	801	2333
55	801658	4500	803	2353
56	806158	4500	805	2373
57	810658	4500	807	2392
58	815158	4500	809	2411
59	819658	4500	811	2430
60	824158	4500	813	2448
61	828658	4500	815	2466
62	833158	4500	817	2484
63	837658	4500	819	2501
64	842158	4500	821	2518
65	846658	4500	823	2535
66	851158	4500	825	2552
67	855658	4500	827	2568
68	860158	4500	829	2584
69	864658	4500	831	2600
70	869158	4500	833	2616
71	873658	4500	835	2631
72	878158	4500	837	2646
73	882658	4500	839	2661
74	887158	4500	841	2676
75	891658	4500	843	2691
76	896158	4500	845	2706
77	900658	4500	847	2720
78	905158	4500	848	2734
79	909658	4500	849	2748
80	914158	4500	850	2762
81	918658	4500	851	2776
82	923158	4500	852	2790
83	927658	4500	853	2803
84	932158	4500	854	2816
85	936658	4500	855	2829
86	941158	4500	856	2842
87	945658	4500	857	2855
88	950158	4500	858	2868
89	954658	4500	859	2881
90	959158	4500	860	2893
91	963658	4500	861	2905
92	968158	4500	862	2917
93	972658	4500	863	2929
94	977158	4500	864	2941
95	981658	4500	865	2953
96	986158	4500	866	2965
97	990658	4500	867	2977
98	995158	4841	868	2989
99	999999	——	869	3000

- Stat EXP required to increase Active Time Level

"Ability level	Required EXP XP
1	0
2	20
3	28
4	36
5	48
6	72
7	84
8	96
9	105
10	120
11	129
12	140
13	150
14	160
15	170
16	180
17	190
18	200
19	210
20	220
21	230
22	240
23	250
24	260
25	270
26	280
27	290
28	300
29	310
30	320
31	330
32	340
33	350
34	360
35	370
36	380
37	390
38	400
39	410
40	420
41	430
42	440
43	450
44	460
45	470
46	480
47	490
48	500
49	510
50	520
51	530
52	540
53	550
54	560
55	570
56	580
57	590
58	600
59	610
60	620
61	630
62	640
63	650
64	660
65	670
66	680
67	690
68	700
69	710
70	720
71	730
72	740
73	750
74	760
75	770
76	780
77	790
78	800
79	810
80	820
81	830
82	840
83	850
84	860
85	870
86	880
87	890
88	900
89	910
90	920
91	930
92	940
93	950
94	960
95	970
96	980
97	990
98	995
99	1000

Ability score level (→P.35) and correspondence between ability scores

ability level	Basic attack power	Basic defense	PE bar recovery speed	PE bar recovery correction	状態 treatment speed	AT coefficient	Number of items held
1	30	10	0.1200	0.0094	15	50	10
2	35	15	0.1320	0.0097	15	50	11
3	40	20	0.1730	0.0102	15	51	12
4	45	25	0.1830	0.0106	15	52	13
5	55	40	0.1850	0.0108	15	53	14
6	60	50	0.1890	0.0110	15	54	15
7	65	65	0.1980	0.0117	15	54	16
8	70	75	0.2060	0.0120	16	55	17
9	75	80	0.2150	0.0121	16	56	18
10	80	85	0.2260	0.0125	16	57	19
11	85	90	0.2400	0.0131	17	58	20
12	90	95	0.2600	0.0137	17	58	20
13	120	120	0.2750	0.0146	18	59	21
14	125	130	0.2950	0.0156	19	60	21
15	130	140	0.3300	0.0172	20	61	21
16	135	160	0.3680	0.0187	21	62	22
17	140	170	0.4330	0.0212	22	63	22
18	145	180	0.4760	0.0242	23	64	23
19	170	205	0.5200	0.0268	25	65	23
20	175	210	0.5800	0.0288	27	66	23
21	180	220	0.6100	0.0295	29	67	24
22	190	220	0.6450	0.0314	30	68	24
23	195	230	0.6900	0.0338	31	69	25
24	200	240	0.7700	0.0369	32	70	25
25	270	250	0.8800	0.0413	32	71	25
26	290	270	0.9800	0.0468	35	72	26
27	300	290	1.1000	0.0500	36	73	26
28	310	315	1.1753	0.0519	37	74	27
29	320	325	1.2506	0.0530	39	75	27
30	325	335	1.3259	0.0548	40	76	27
31	340	343	1.4012	0.0565	41	77	27
32	345	350	1.4765	0.0584	44	78	28
33	350	362	1.5518	0.0603	45	79	28
34	370	374	1.6271	0.0623	46	80	29
35	450	440	1.7024	0.0643	50	81	29
36	460	456	1.7777	0.0664	52	82	30
37	470	469	1.8530	0.0687	56	83	31
38	490	490	1.9283	0.0711	58	84	31
39	510	508	2.8000	0.0666	62	85	32
40	525	521	2.8217	0.0663	64	86	32
41	535	539	2.8434	0.0661	70	87	32
42	543	555	2.8651	0.0658	75	88	33
43	551	565	2.8868	0.0655	80	89	33
44	559	575	2.9085	0.0652	82	90	34
45	567	585	2.9302	0.0649	83	91	34
46	575	595	2.9519	0.0645	90	92	34
47	583	605	2.9736	0.0642	95	93	35
48	591	615	2.9953	0.0640	100	94	35
49	599	625	3.0170	0.0637	102	95	35
50	607	635	3.0387	0.0634	120	96	35
51	615	645	3.0604	0.0631	138	97	36
52	623	655	3.0821	0.0628	156	98	36
53	631	662	3.1038	0.0625	174	99	36
54	639	669	3.1255	0.0622	192	100	36
55	647	676	3.1472	0.0619	210	101	36
56	655	683	3.1689	0.0616	228	102	36
57	663	690	3.1906	0.0613	246	103	36
58	671	697	3.2123	0.0610	264	104	36
59	679	704	3.2340	0.0607	282	105	37
60	687	711	3.2557	0.0604	300	106	37
61	695	718	3.2774	0.0601	318	107	37
62	703	725	3.2991	0.0598	336	108	38
63	711	732	3.3208	0.0595	354	109	38
64	719	739	3.3425	0.0592	372	110	38
65	727	746	3.3642	0.0589	390	111	38
66	735	753	3.3859	0.0579	408	112	38
67	743	760	3.4076	0.0583	426	113	38
68	751	767	3.4293	0.0580	444	114	38
69	759	774	3.4510	0.0577	462	115	38
70	767	781	3.4727	0.0574	480	116	38
71	775	788	3.4944	0.0571	498	117	39
72	783	795	3.5161	0.0569	516	118	39
73	791	802	3.5378	0.0566	534	119	39
74	799	809	3.5595	0.0563	552	120	39
75	807	816	3.5812	0.0560	570	121	40
76	815	823	3.6029	0.0557	588	122	40
77	823	830	3.6246	0.0555	606	123	40
78	831	837	3.6463	0.0552	624	124	41
79	839	844	3.6680	0.0549	642	125	41
80	847	851	3.6897	0.0546	660	126	41
81	855	858	3.7114	0.0544	678	127	41
82	863	865	3.7331	0.0541	696	128	41
83	871	872	3.7548	0.0539	714	129	42
84	879	879	3.7765	0.0536	732	130	42
85	887	886	3.7982	0.0533	750	131	42
86	895	893	3.8199	0.0531	768	132	43
87	903	900	3.8416	0.0528	786	133	43
88	911	907	3.8633	0.0526	804	134	43
89	919	914	3.8850	0.0523	822	135	43
90	927	921	3.9067	0.0521	840	136	44
91	935	928	3.9284	0.0518	858	137	44
92	943	935	3.9501	0.0516	876	138	44
93	951	942	3.9718	0.0513	894	139	45
94	959	949	3.9935	0.0511	912	140	45
95	967	956	4.0152	0.0509	930	141	45
96	975	963	4.0369	0.0506	948	142	46
97	983	970	4.0586	0.0504	966	143	46
98	991	977	4.0803	0.0502	984	144	46
99	999	984	4.1000	0.0500	990	145	46

bonus points

Bonus point

Amount of bonus points obtained

As Aya levels up, she automatically receives bonus points. After Wayne explains tuning up to you on Day 2 (or from Day 1 in EX ROUND), you can use those bonus points to strengthen Aya and her equipment. The amount of bonus points you receive varies depending on the battles you've had up to that point. Each enemy has a set value called BP, and the total BP of all enemies you've defeated is the amount you receive when you level up (*41). However, each time you receive an enemy attack (other than contact damage), even if the damage is zero, the BP you receive from that enemy is reduced by the "BP damage" set for that enemy.

The amount of bonus points accumulated at the end of the battle

Sum of (BP of defeated enemy - BP damage received from that enemy's attack)

*If the result is zero or less, no BP will be added.

The accumulated BP is added to Aya when she levels up, and the accumulation starts over from zero.

How to use bonus points

Spending 100 bonus points will increase one of the following values by 1. It is also possible to increase Aya's ability level or the attack power of club-type weapons, for which there are no items to increase the value (*42).

Strengthening Aya

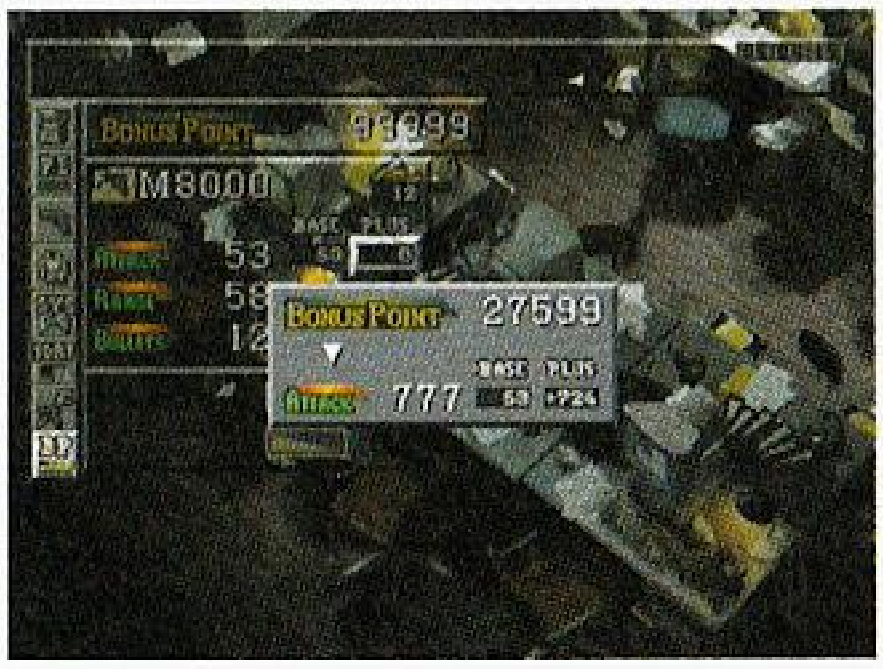
Of the ability levels, only the active time level and item capacity level can be increased.

Enhancement of equipment

All ability values can be increased for both weapons and armor, but some weapons Only certain ability scores can be increased.

When do you use your bonus points?

The timing for using (spending) bonus points varies depending on what you are strengthening. If you are strengthening Aya herself, you can use them frequently, but if you are strengthening weapons and armor, it is better to wait until you obtain the weapon or armor that will be the base for the strengthening in order to conserve tools. When using bonus points, it is a good idea to save your game beforehand and think about how to allocate them effectively.



◆If you use the bonus points you have saved up to invest in the right weapon, you will be able to save on tools.

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*41 Is it possible to earn BP?

Just as you can earn items through the additional effects of "stealing" and "plundering" (→P.285), it may seem like you can earn bonus points by defeating enemies and then fleeing before wiping them out, but in reality this is meaningless as BP is not added until all enemies are wiped out.

*42 Weapon enhancement restrictions

Club-type weapons are the only weapons that cannot be selected for enhancements such as +1 attack power. The only way to increase their stats is to spend bonus points or tune them up with another club-type weapon (and even then, only attack power can be enhanced).

In addition, rocket launcher-type weapons cannot be tuned up, and even when bonus points are used, the number of bullets cannot be increased (although it can be increased using enhancement items).

escape

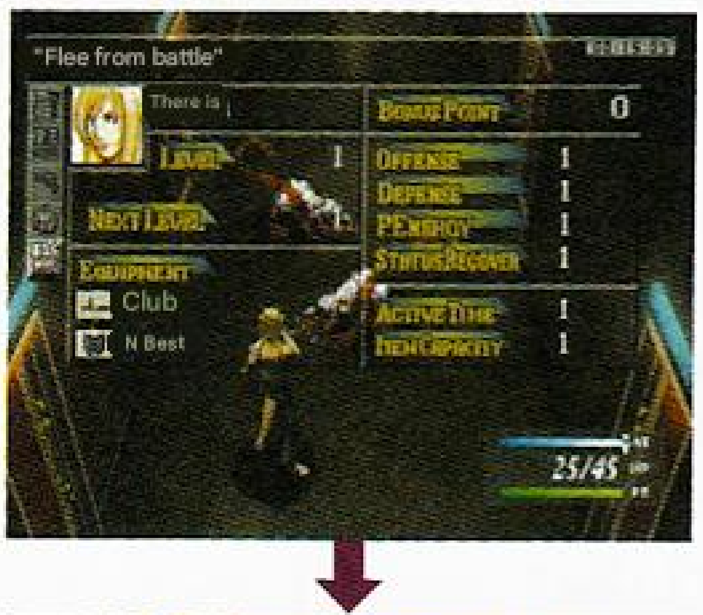
Escape

"Escape System"

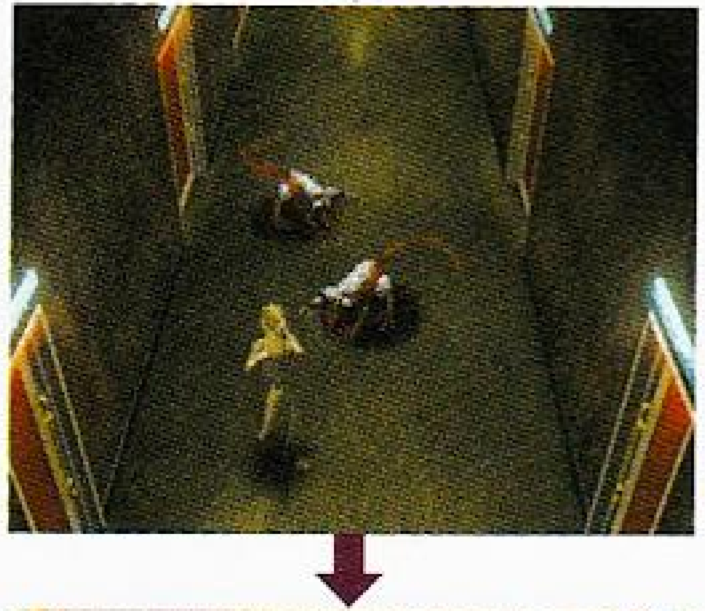
When the AT bar is full, you can attack enemies, use items, or select the "escape" command. If you successfully escape from the battle scene, you will be returned to the movement scene.

The probability of a successful escape is determined by the difference in level between Aya and the enemy(*43), the number of times Aya has attempted to escape in that battle, and her remaining HP, as shown in the table below. Even if you fail, if you keep trying without giving up, your chances of a successful escape will gradually increase.

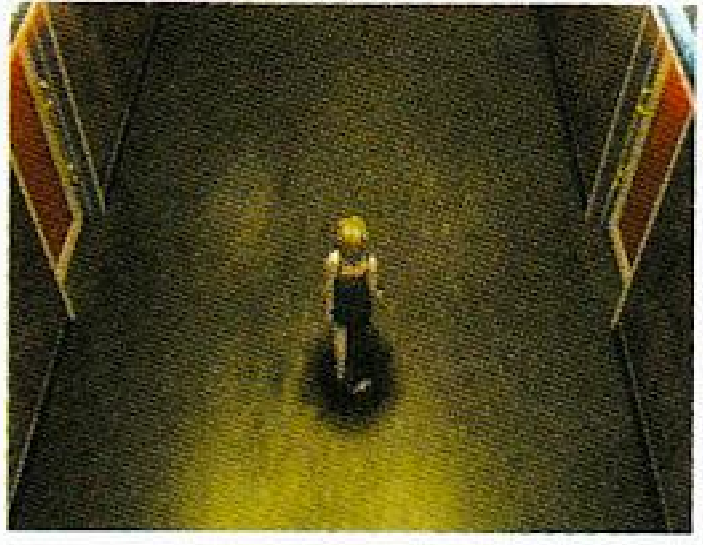
However, it is impossible to escape from battles against enemies that only appear in specific locations (fixed enemies). You can tell which battles you cannot escape from by the message that appears when you fail to escape. In normal battles, the message will say "Failed to escape," but in battles where escaping is impossible, the message will say "You cannot escape!"



⬆ If you don't want to fight,
AT bar is full, choose "Run away."
Select a command. When the



⬆ in escaping from the battle, Aya
enemy disappears and you succeed
It is possible to escape. If the



⬆ enemy,
where you encountered the
After returning to the scene

● escape success rate

Difference in level between Aya and the enemy	The number of times you selected the escape command in that battle and the success rate of escapes					
	1st time	2nd time	3rd time	4th time	5th time	6th time
Aya is more than 2 higher	60%	90%	100%	—	—	—
Same or Aya is 1 point higher	40%	60%	80%	100%	—	—
Enemy is higher by 1	25%	37%	50%	75%	100%	—
Enemy is higher than 2	15%	22%	30%	45%	60%	100%

*If Aya's remaining HP is below 10% of the maximum, the success rate of escape will be 1.5 times the value in the table.

``How to escape efficiently

If you encounter enemies in places where the enemy encounter rate is not 100%, you can minimize the number of battles by using the "escape" command frequently. However, be careful, because if you run away too much, you won't gain EXP or items, and you may end up lacking in fighting power. Also, if you don't want to fight enemies, it's a good idea to equip a club-type weapon beforehand. This is because the AT bar fills up faster than with other weapons (→ P.23), so you'll have more opportunities to choose the "escape" command.

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*43 How to determine level difference

If there are multiple enemies, the level difference between Aya and the highest level enemy is used to determine the level difference. However, since the ᐟ'て level difference between enemies appearing in a single area is only about 1-2 levels, the presence of multiple enemies does not drastically affect the success rate of an escape. For more information on enemy levels, see CELL 3 (→P.91).

item

Item

How to obtain items

Items such as equipment and recovery items can be obtained mainly in the following ways.

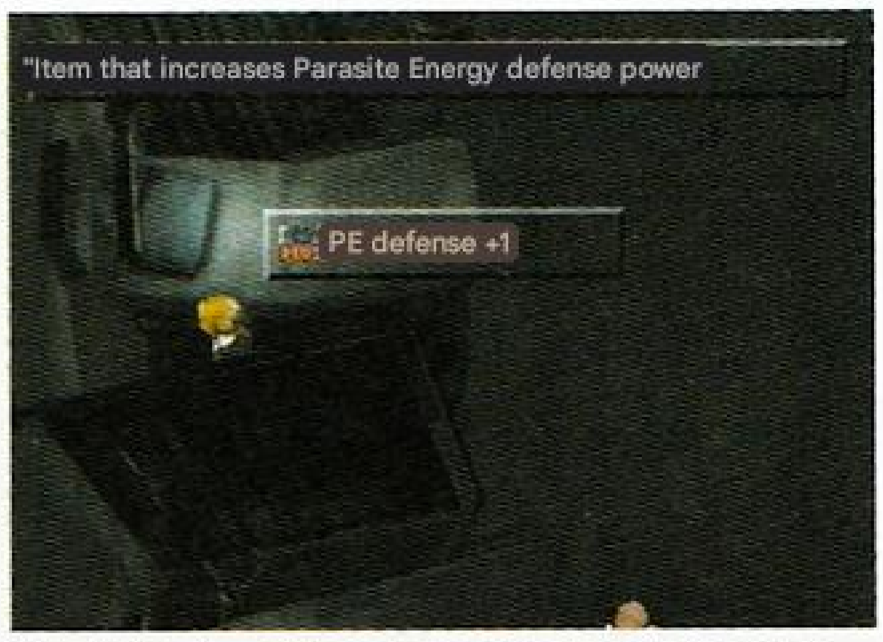
①Pick up items that are dropped on the map

② After the battle, collect the items (loot) dropped by the defeated enemies.

3. Steal from enemies during battle

④Receive from a specific person

In case ①, you should get into the habit of checking every corner of the map to make sure you don't miss any items.



"Item that increases Parasite Energy defense power

PE defense +1

◆Most of the items that can be picked up during travel scenes are placed in places that are difficult to find.

Number of items held

There is a limit to the number of items Aya can carry at one time. To increase the maximum number of items you can carry, you must either 1) increase your item capacity level (→P.35) by leveling up or using bonus points, or 2) equip armor with the additional effect of "slots." However, if you free up space in your item slot using the methods described below, there will be little need to go to the trouble of 1) or 2). In particular, it is best to avoid wasting your precious bonus points on 1).

Organize items

If your inventory is full, you won't be able to take any new items you find. This is a common occurrence in Central Park on Day 2, the museum on Day 5, and the Chrysler Building in EX ROUND. If you've reached the limit on the number of items you have, try the following to free up space in your inventory:

How to make space in your item list

① Use the item

Many items disappear after use. Recovery items and strengthening items should be handled in this way.

② Throw away the item

This can also be done with most items (*44).

It's okay to throw away the mug early.

③Save items

From Day 2 onwards, you can keep items at the police station. (*45) If you are unable to handle the matter in ① or ②, return to the police station immediately.

④ Put the item in the treasure chest

After you have taken an item from a treasure chest, the treasure chest will contain all of your items. You can store any of the items you need in the treasure chest and retrieve them later. However, you will not be able to enter Carnegie Hall once the date changes, so do not leave any important items there.

⑤ Tune up

When you tune up with a tool, one piece of equipment and the tool will disappear. You can't use it often, but it's worth knowing.

*44 Items that can't be thrown away

Items marked with "SP," which indicates that they are event items, cannot generally be thrown away (however, Aya will automatically throw away items such as the card key obtained at the hospital on Day 4 after using them). Apart from that, the ammo boxes (three types in total) and the Maeda gun weapon cannot be thrown away either. Aya must also have at least one club-type weapon (it does not have to be equipped), and it is not possible to throw away all of her clubs.

*45 Items that can be stored Event

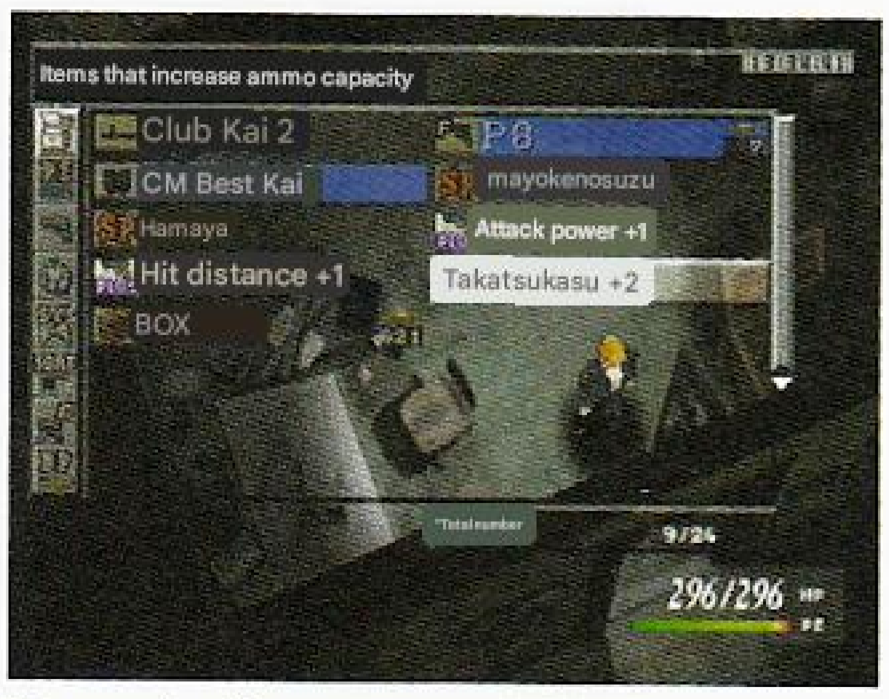
items that normally cannot be thrown away can be given away by storing them in the police station's weapons control department. Up to 100 items and 81 weapons and armor can be stored. However, various ammo boxes, Maeda guns, Naritas, and club-type weapons cannot even be stored (if you have multiple club-type weapons, you can store all but one).

Enhancement of equipment

Equipment strengthening

How to enhance equipment

The ability values of weapons and armor can be strengthened in a variety of ways. One of the easiest ways is to use strengthening items such as "Attack Power +1" to increase the additional value of the equipment (the value added to the base value). Other ways to increase the additional value of equipment include tuning up with tools (or universal tools) or by spending bonus points.

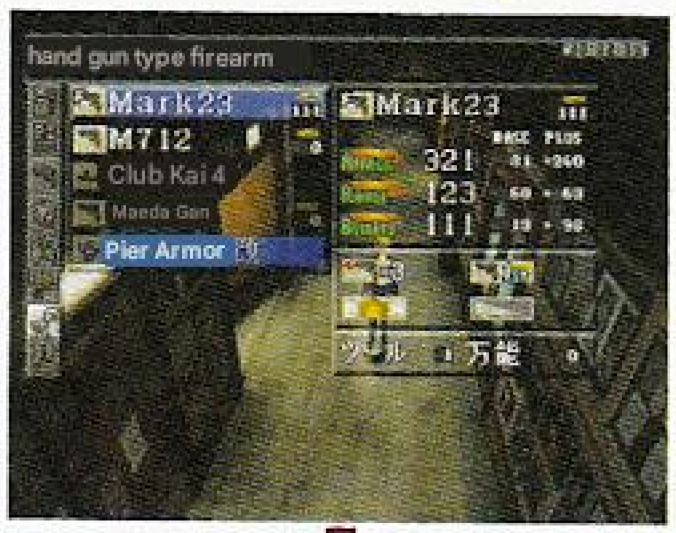

Items that increase ammo capacity
Club Kai 2
CM Best Kai
Hamaya
Hit distance +1
BOX
P8
mayokenosuzu
Attack power +1
Takatsukasu +2
9/24
296/296

◆For example, with weapons, you can individually strengthen their attack power, hit range, and ammo capacity.

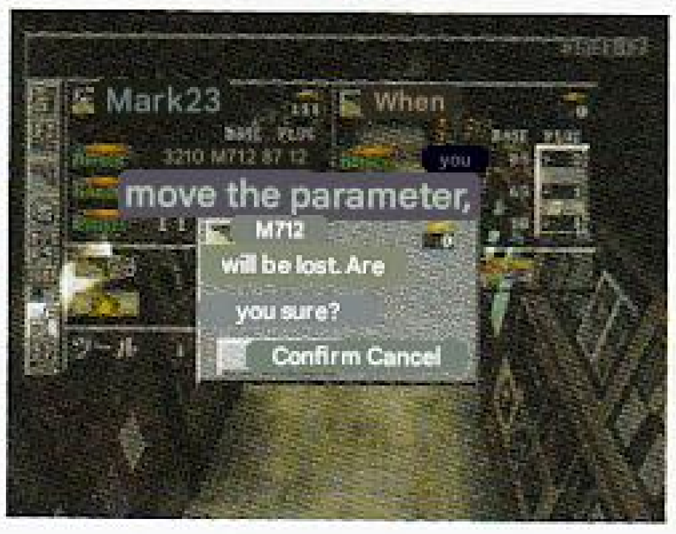
Tune-up Enhancements

If you have a tool (*46), you can transfer the additional values and effects of one piece of equipment to another. Even if an item of equipment is not very practical when equipped, it can be useful for tuning up the equipment depending on the additional values and types of effects it has.

One thing to keep in mind when tuning up is that any equipment that has had additional values or effects transferred to it using the tool will disappear. Therefore, you need to carefully consider which equipment to use as the base for tuning up, and how to transfer the additional values or effects (→P.46).


hand gun type firearm
Mark23
M712
Club Kai 4
Maeda Gan
Pier Armor
Mark23
BASE PLUS
321
123
111
ツール
万能

If you select
"Tune Nap", the following
menu screen will appear.

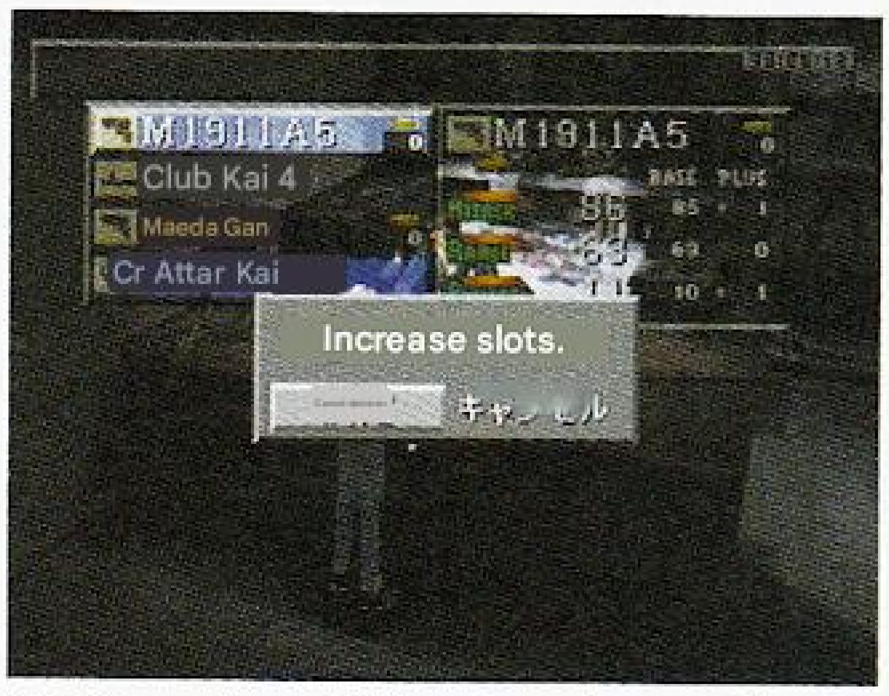

Mark23
When
ツール

move the parameter,
M712
will be lost. Are
you sure?
Confirm Cancel

If you have a tool to add
additional values or effects to equipment,
you can move it to another equipment.

"Equipment modification

In the Police Station's Weapons Control Department, you can increase the number of slots on your equipment (the number of additional effects it can have) through "modifications." To modify your equipment, you must give Torres a modification permit (from Day 4 onwards, you can give Wayne a modification permit, trading card, or rare trading card). The maximum number of slots you can add varies depending on the equipment. For more information, see CELL 3 (→ P.56).


M1911A5
Club Kai 4
Maeda Gan
Cr Attar Kai
M1911A5
BASE PLUS
キャンセル

Increase slots.

◆Modifying equipment is different from tuning up, and the police

This can only be done by the station's weapons control department.

*46 Tool type

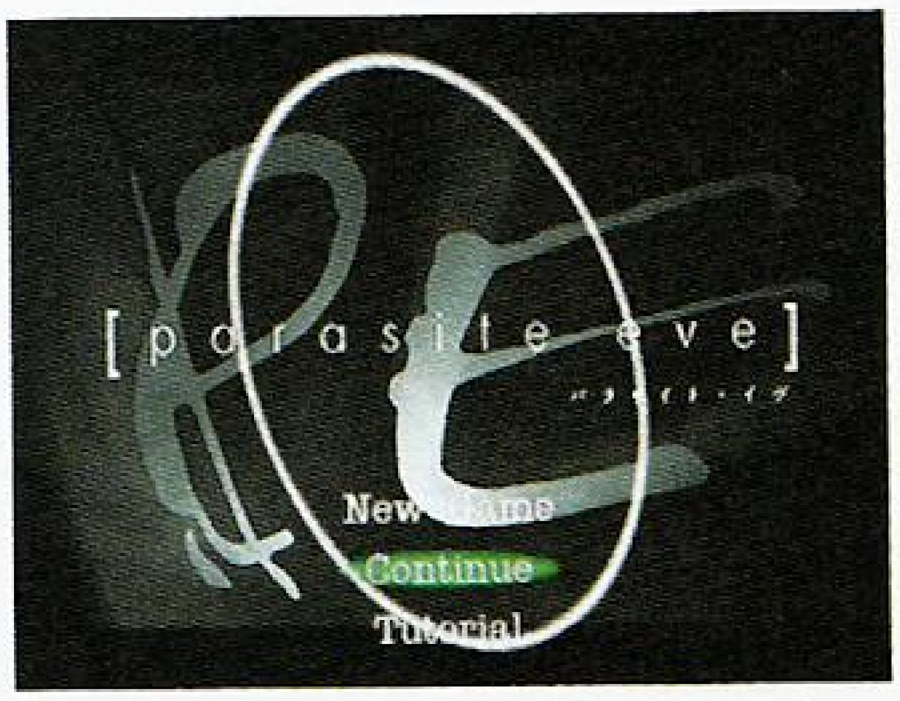
There are several types of tools required for tuning up. In addition to the "tools" mentioned in the main text, it is also possible to obtain a small number of "universal tools," which retain any equipment to which additional values or effects have been transferred. Furthermore, "tool kits," which allow unlimited use of tools, and "universal tool kits," which allow unlimited use of universal tools, can also be obtained under certain conditions (→P.285).

save

Save

"The need to save

During the game, you can record (save) your progress to a memory card. If you save, you can resume the game from the same state as when you saved it, even if you lose or turn off the power. There is no penalty for saving, so be sure to save at key points to avoid having to redo the same scene (*47).



◆Saved data can be loaded by selecting "Continue" on the title screen.

"How do I save?

You can save by pressing the circle button in front of a phone with a flashing red light. Additionally, you can save without using the phone when the date changes during the game, at the end of Day 5, and after watching the ending and staff credits. For reference, the table below lists the locations where you can save and the interval (compared to the average) until you reach the next save point.

●Locations where you can save and the time until the next save

Date	location	Map 番号	map name	Time until next save
Day 1	game start	—	—	long
	"Carnegie Hall	13	costume room	ordinary
	Sewer 1	29	Sewer 1G	ordinary
Day 2	Before starting	—	—	short
	Police station	72	branch	ordinary
	museum	194	1F Hall (Daytime)	long
	Central Park	34	Park entrance B	ordinary
		38	Management Affairs Office	ordinary
		52	Belvedere Castle	long
		63	The Mall	ordinary
Day 3	Before starting	—	—	short
	soho	71	Drugstore	long
	police station		Section 87 (after the attack)	ordinary
		102	Director's Office	ordinary

date	place	Map number	map name	Time until next save
Day 4	Before starting	—	—	short
	police station	102	Director's Office	short
	hospital	113	1F Lobby (1st time)	ordinary
		127	Morgue A	long
		113	1F Lobby (2nd time)	ordinary
		141	Sperm Bank	long
Day 5	Before starting	—	—	ordinary
	Wharf No. 3 Warehouse	153	Warehouse C	ordinary
	Chinatown	160	Chinatown C	Long
	Pump Station	178	Control room B	short
	subway	185	Station C	long
	museum	199	1F Hall (night)	long
		230	Security Room	long
	[illegible]	—	—	ordinary
Day 6	Before starting	—	—	short
	cruiser	257	Ship's Passage A	long
	clear data	—	—	—

---

*47 Things to note when saving

If you overwrite data in the same block, you may find yourself in a situation where you can't go back in the scenario even though Aya isn't strong enough. If you're not careful, you may have to start the game over from the beginning, so it's best to split your saves into several blocks.

Equipment reinforcement manual

"Handgun type firearm
G22
BASE PLUS
ATTACK 72 49 + 23
RANGE 79 60 + 19
BULLETS 18 10 + 8
G22
club kai 3
Maeda Gan
611/714

Weapon&Protector Tune Up Manual

In this game, you can improve your weapons and armor to your liking by modifying and tuning them up. To create powerful equipment, you need to understand the system properly and make improvements based on a long-term plan.

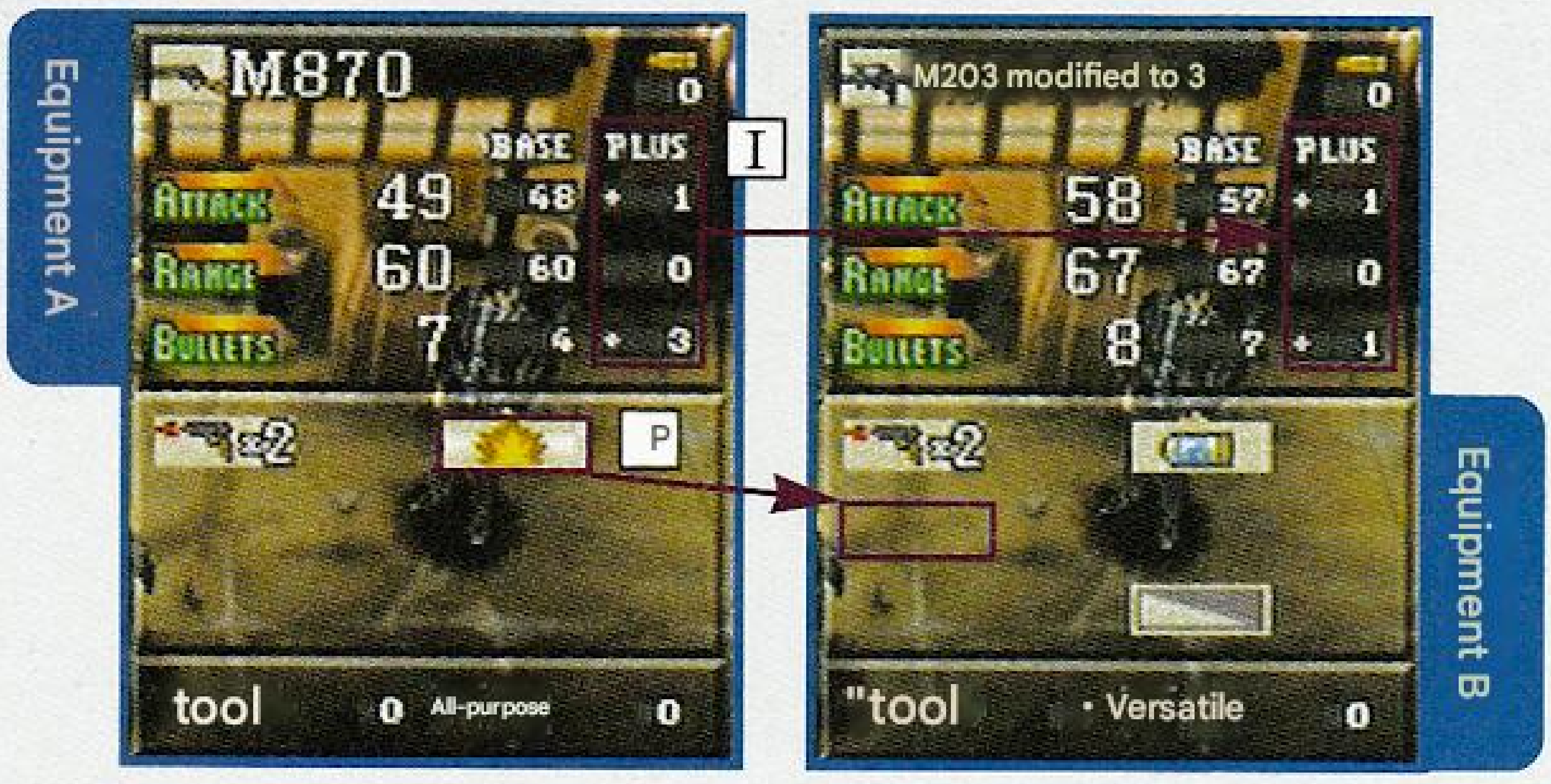
What is a Tune-Up?

There are several ways to strengthen the abilities of equipment, such as "tuning up" which transfers ability values or additional effects to another piece of equipment, and "modifying" which increases the number of slots (the number of additional effects that can be attached). First, let's explain tuning up.

Weapons and armor have a base value (displayed as BASE on the screen) that is a unique ability value, and an additional value (displayed as PLUS) that is an ability value for strengthening. The additional value and additional effects (→P.53) that give special abilities to equipment can be transferred to another piece of equipment. However, transfers can only be made between weapons or armor. Furthermore, among weapons, club-type weapons can only be tuned up with other club-type weapons, and rocket launcher-type weapons cannot be tuned up at all.

In one tune-up, you can only transfer either additional values or additional effects. Also, depending on the item used (see below), the equipment of the sender may be lost, so you need to be careful.

How the tune-up works


Equipment A
M870
0
BASE PLUS
ATTACK 49 48 + 1
RANGE 60 60 0
BULLETS 7 4 + 3
I
P
tool 0 All-purpose 0
M203 modified to 3
0
BASE PLUS
ATTACK 58 57 + 1
RANGE 67 67 0
BULLETS 8 7 + 1
"tool · Versatile 0
Equipment B

I Strengthening added value

The additional value of the sender (Equipment A) is added to the additional value of the receiver (Equipment B). A single tuning-up can simultaneously strengthen all three types of ability scores.

II Moving additional effects

Moves one of the additional effects attached to the sender (Equipment A) to the receiver (Equipment B). This cannot be done unless there is an empty slot on the receiver side, or if overwriting (→P.48) is possible.

Items required for tuning up

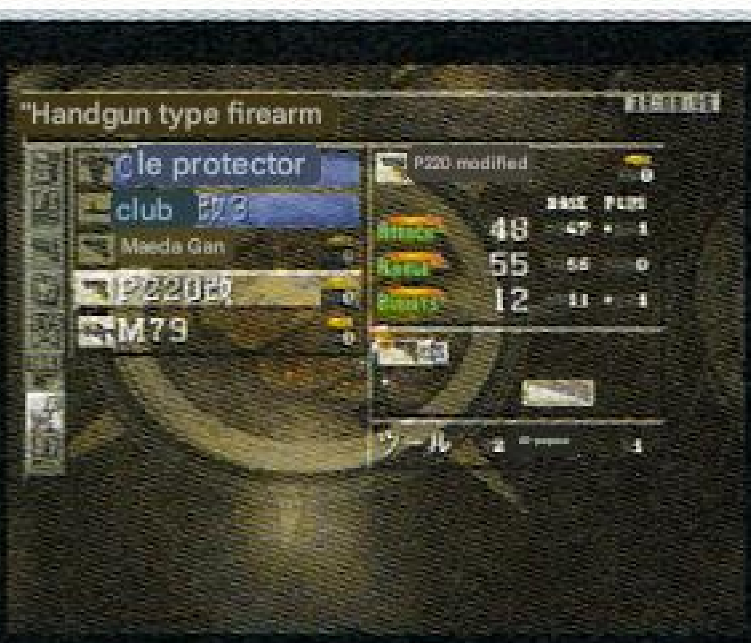
To perform tuning, you need one of four types of tool items. The performance of each is shown in the table on the right, but be careful because using tools and toolkits will cause the sending equipment to disappear. When using tools or toolkits, you can only transfer one additional value or effect from one piece of equipment.

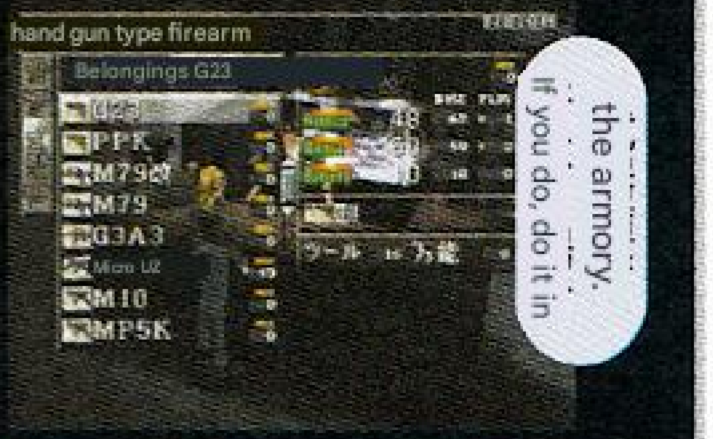
	Can be used only once	Can be used as many times as you like
The sender loses all their equipment	tool	tool kit
"The sending party's equipment will not run out.	all purpose tool	versatile tool kit

Tune-up process

STEP1 Select equipment

First, select a piece of equipment (items with a dimmed name cannot be selected). The parameters of the equipment you hover your cursor over will be displayed on the right side of the screen. Note that you cannot tune up club-type weapons in the armory unless you have two or more club-type weapons in your "Inventory" list.


"Handgun type firearm
cle protector
club
Maeda Gun
P220
M79
P220 modified

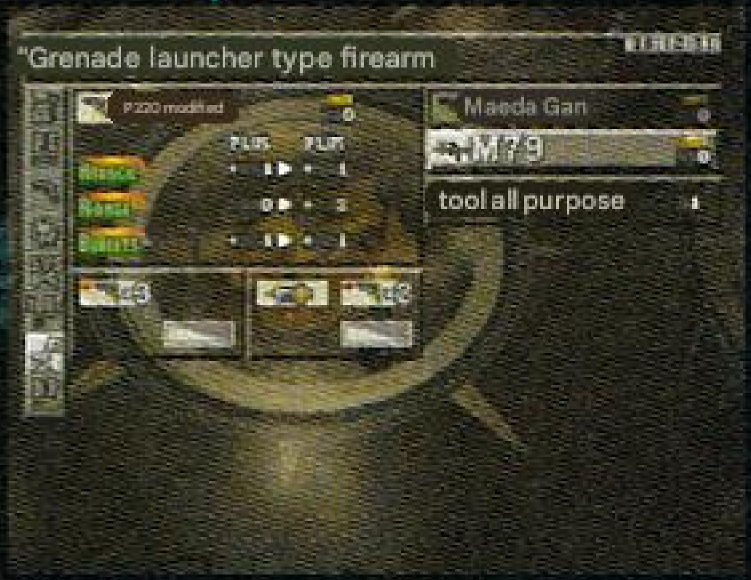

hand gun type firearm
Belongings G23
G23
PPK
M79
M79
G3A3
Micro UZ
M10
MP5K

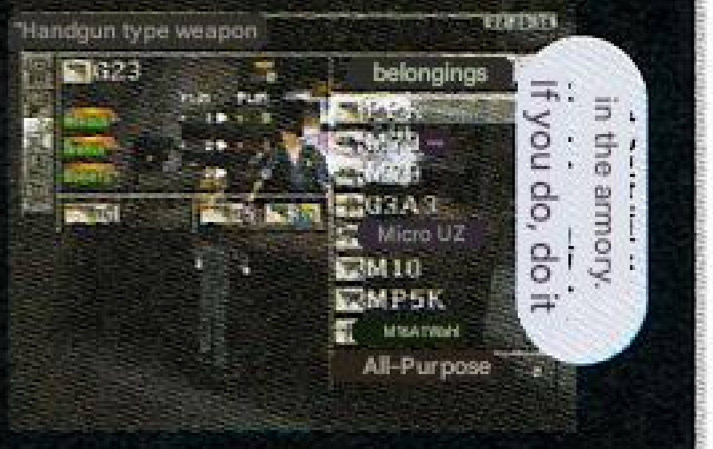
If you do, do it in the armory.

◆You can also select equipment stored in the armory.

STEP2 Select equipment 2

Select another piece of equipment. If you select a weapon first, only the weapon will be displayed in the list (if it's armor, only the armor will be displayed). On the left side of the screen, the additional value of the equipment you hover your cursor over will be displayed (if it's higher than the additional value of the previously selected equipment, it will be displayed in yellow, and if it's lower, it will be displayed in red) and additional effects.


"Grenade launcher type firearm
P220 modified
Maeda Gun
M79
tool all purpose

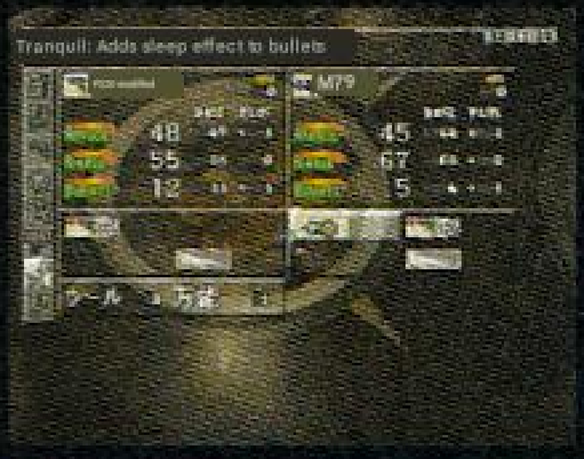

"Handgun type weapon
G23
belongings
G3A3
Micro UZ
M10
MP5K
All-Purpose

If you do, do it in the armory.

◆You can switch between "Inventory" and "Armory" by pressing the ← or → directional pad.

STEP3 Determine the elements to be handed over

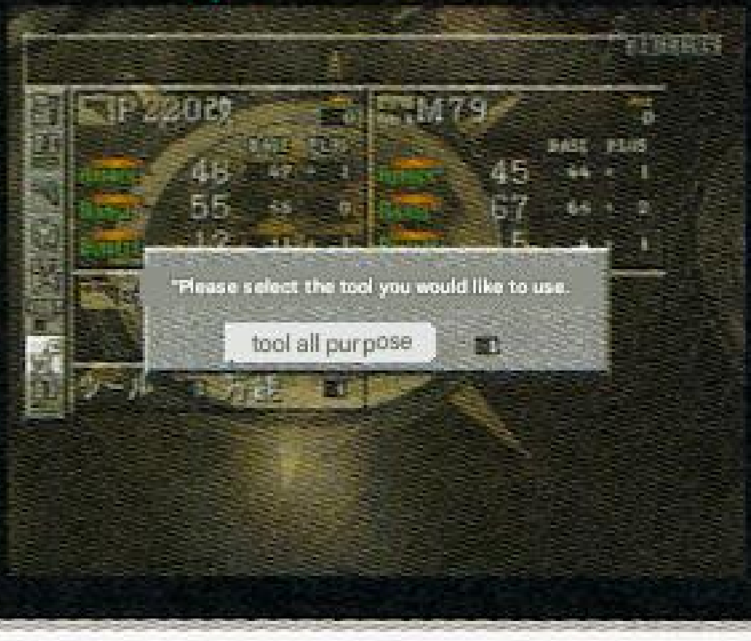
The two selected pieces of equipment will be displayed side by side, so use the cursor to select the additional value or effect you want to transfer to the other equipment. The element you select here will be automatically sent to the other equipment, so the transfer direction can be from left to right, or you can move from right to left. However, if you specify an additional effect and it cannot be moved because there are no free slots on the receiving side, or the same additional effect is already applied, a warning message will appear and you will be asked to select again.

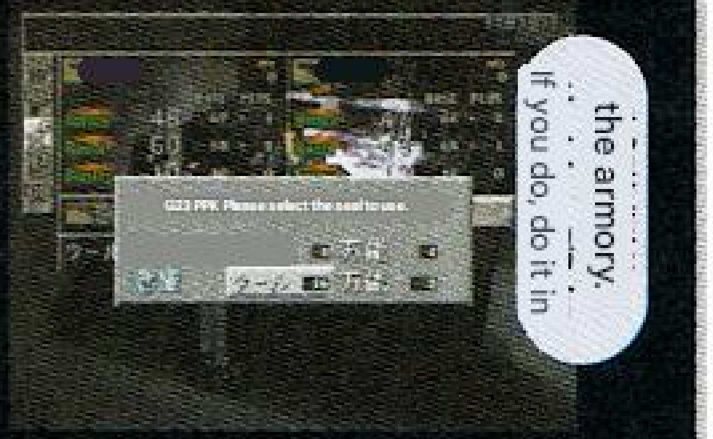

Tranquil: Adds sleep effect to bullets

◆When you hover the cursor over an additional effect, a brief description will be displayed.

STEP4 Select item to use

You can choose to use either a toolkit or a utility tool (displayed as "Utility" on the screen). The window shows the number of each you have, but if you have a toolkit (or utility toolkit), the number you have will be 999, and tuning up will not decrease that number.

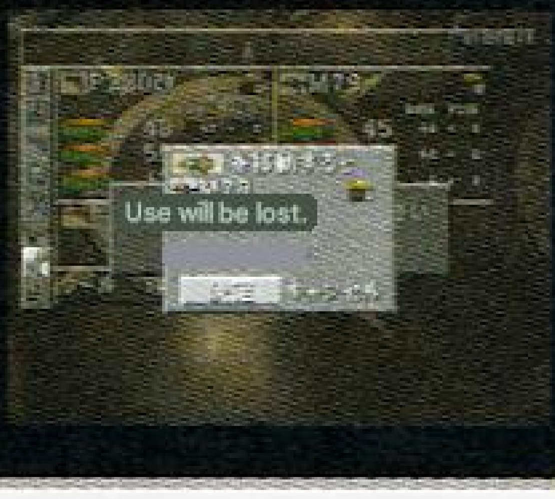

"Please select the tool you would like to use.
P220
M79
tool all purpose


If you do, do it in the armory.

◆You can also choose to use tools from either your "Inventory" or "Storage".

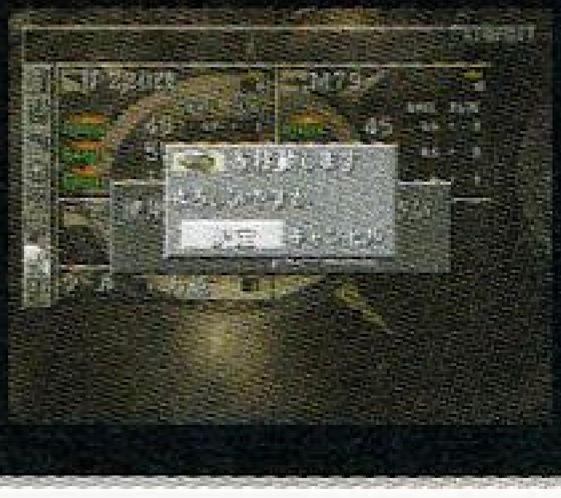
STEP5-A Tune up with tools

If you use a tool, the equipment on the sending side will be lost. If you want to send equipment that you want to keep, use the Universal Tool.


Use will be lost.

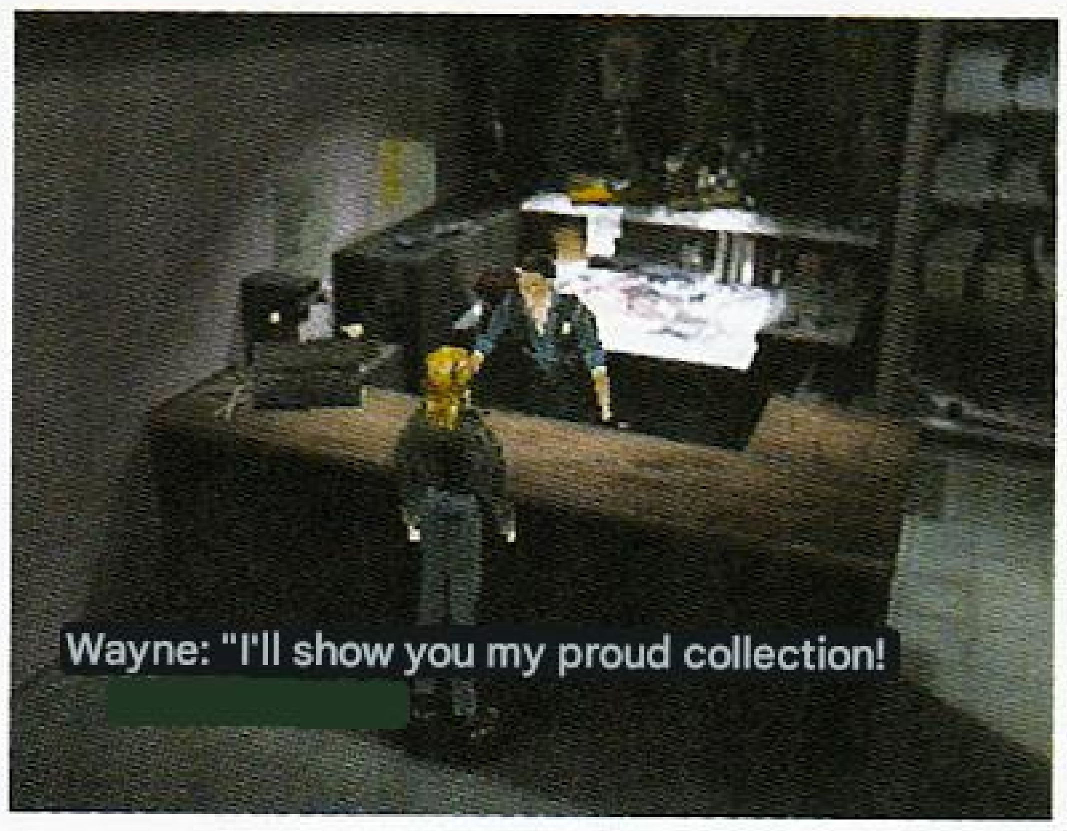
STEP5-B Tune up with a versatile tool

If you use the Universal Tool, the equipment you are sending will not disappear. You can also use this to move unwanted additional effects to another piece of equipment and remove them.



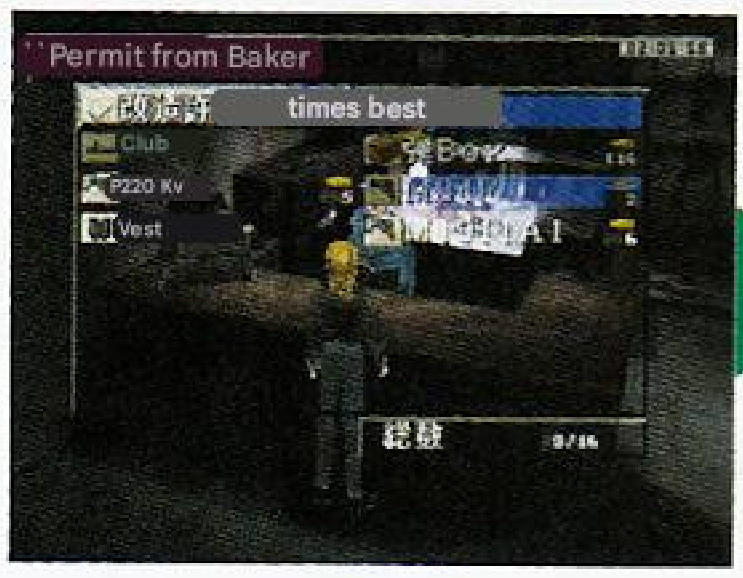
How to increase slots

You can increase the number of slots for additional effects by having Torres or Wayne modify your weapons or armor at the police station's weapons control department. Modifications can be repeated up to the maximum number of slots set for each piece of equipment. A modification permit is required to request a modification, but from Day 4 onwards, when Wayne becomes the modifier, a trading card or rare trading card can be used instead of a modification permit. If you give a rare trading card, you can have two consecutive modifications, and you can modify different pieces of equipment once each, or stop after just one modification. Note that modifications cannot be performed at the police station that was raided on Day 3.


Wayne: "I'll show you my proud collection!"

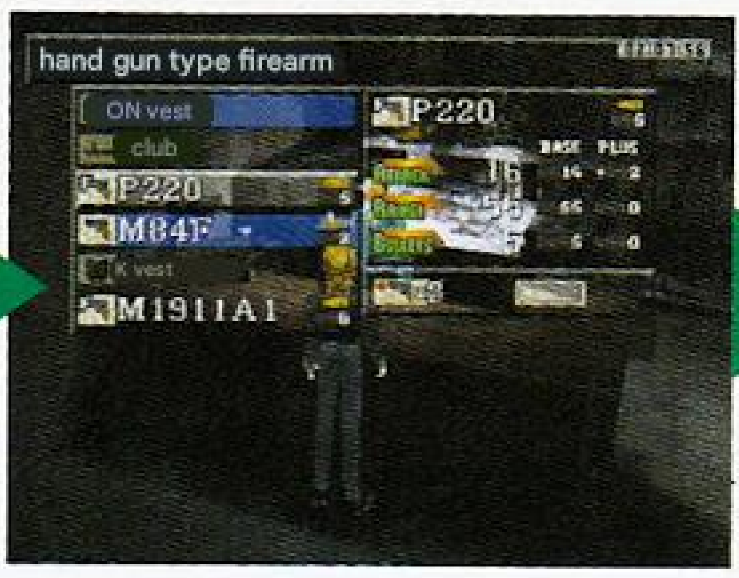
⬅ The rare trading card you give to Wayne when requesting a modification will be added to his collection.

STEP1 select item


Permit from Baker
times best
Club
P220 Kv
Vest
M1911A1

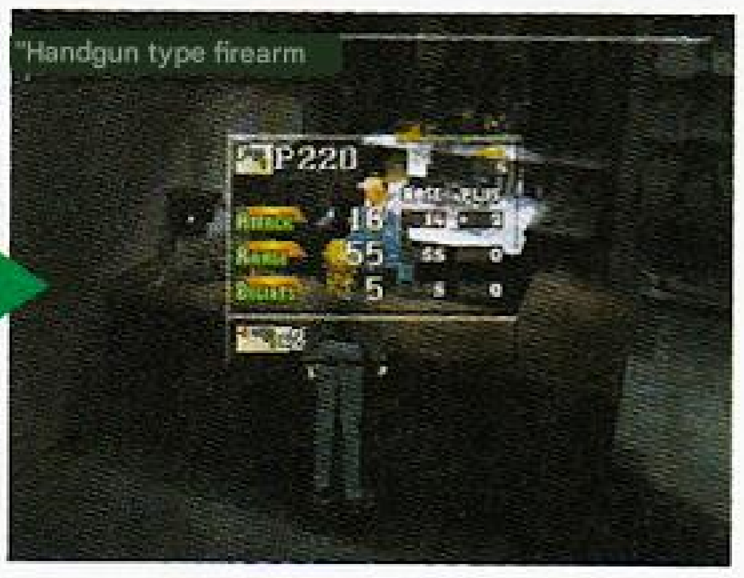
◆Choose either a modification permit, or, if it is Day 4 or later, a trading card or rare trading card.

STEP2 Choose equipment


hand gun type firearm
ON vest
club
P220
M84F
K vest
M1911A1
P220
BASE
PLUS

◆Decide on the equipment you want to modify. Equipment with dark text cannot be modified.

STEP3 have it modified

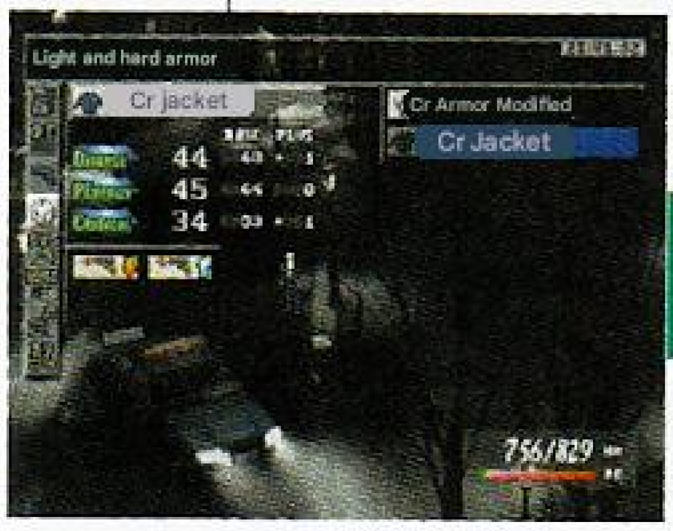

"Handgun type firearm
P220
BASE
PLUS

◆One slot will be added. If you selected a rare trading card, you will return to STEP 2.

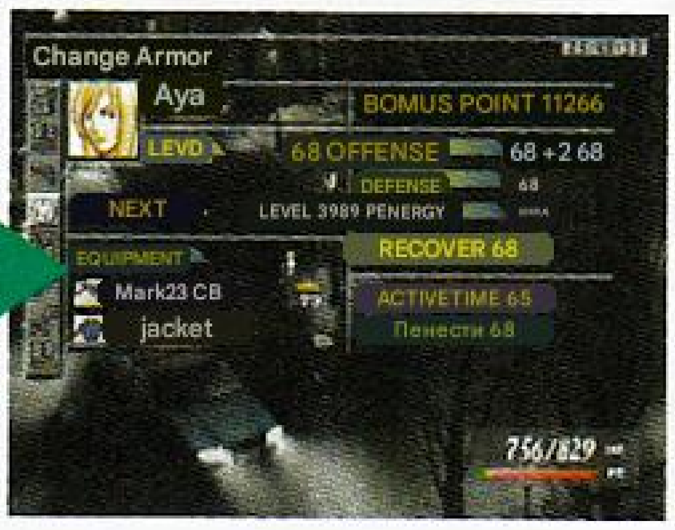
Additional effects that cannot be shared

As shown in the table on the right, there are some combinations of additional effects that cannot be shared by a single piece of equipment. For example, if you move "Rate of Fire 2" to a weapon that already has "Rate of Fire 5," "Rate of Fire 5" will be overwritten and removed. This allows you to remove 連 additional effects that are difficult to use in actual combat, such as "Rate of Fire 10" or "Sweeping Fire," by overwriting them with another additional effect. The two that are unique are "Attack Power Up" and "Attack Power Down." These two can be shared, but only the one on the bottom row of the additional effects window will have an effect (if they are on the same row, the one on the right takes priority).

things that can't be shared	arms	rate of fire system	▶ Rate of fire 2 ▶ Rapid rate of fire 3 ▶ Rapid rate of fire 5 ▶ Rate of fire 7 ▶ Rate of fire: 10
		wide range	burst ▶ Random shooting ▶ Strafing
		Stealing	steal Bundori
		command system	double command triple command
	armor	slot system	slot +1 Slot +2 slots +4
One is valid	arms	Attack power system	Increase attack power attack power down (The one at the back is more effective)


Light and hard armor
Cr jacket
Cr Armor Modified
Cr Jacket
BASE
PLUS
44
45
34
756/829

◆Try equipping armor that has both "attack power up" and "attack power down" effects.


Change Armor
Aya
BONUS POINT 11266
LEVD
68 OFFENSE
68 +2 68
DEFENSE
NEXT
LEVEL 3989 PENERGY
RECOVER 68
EQUIPMENT
Mark23 CB
jacket
ACTIVETIME 65
756/829

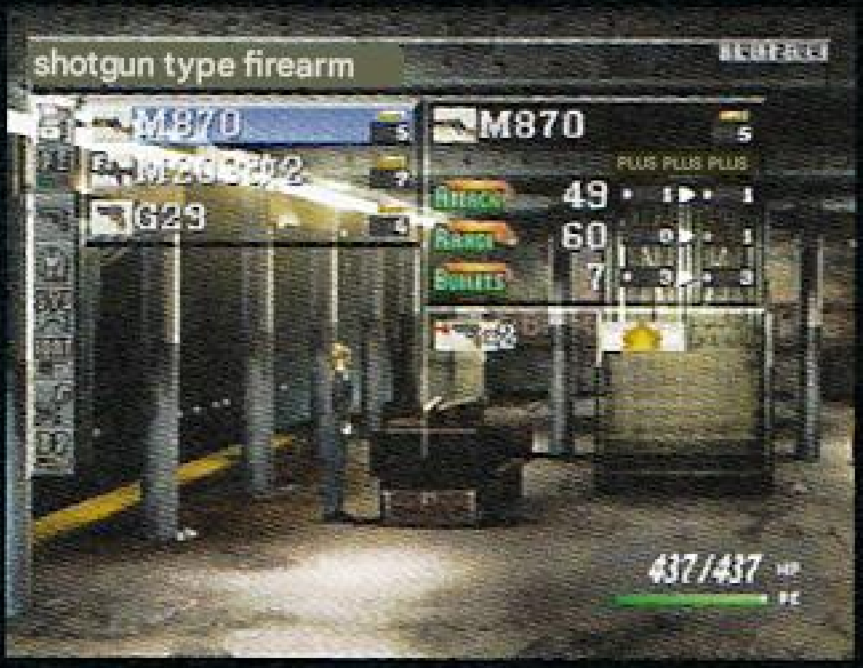
⬆ In reality, only the effect of the "Increase Attack Power" on the right side of the two will be realized.

Other ways to strengthen equipment

There are other ways to strengthen the additional value of equipment besides tuning up. One is to use strengthening items such as "Attack Power +1" or "PE Defense +3", and the other is to allocate bonus points. In both cases, try to save them as much as possible and then use them when the time is right. It is more effective to use them all at once when you want to improve your character. In particular, strengthening with bonus points allows you to freely decide which ability value to improve, so it will be useful when you have a special purpose (such as wanting to significantly increase hit distance, or simply increasing PE defense).

① Use strengthening items

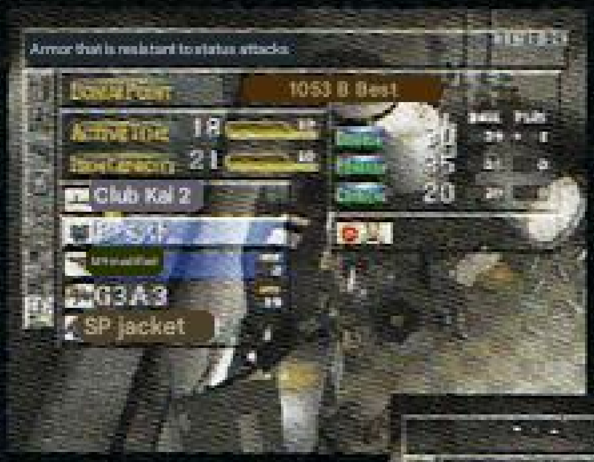
When you use an enhancement item, you can increase the additional value of a specific ability score by the same amount as the positive value attached to the item. Enhancement items can be obtained from treasure chests and other sources, but they can also often be stolen from enemies, so it's a good idea to acquire them frequently. Another feature is that the type of ability score that can be increased and the positive value are often determined randomly when you obtain them, such as "Attack power +1 with an 80% chance, Hit range +2 with a 20% chance."



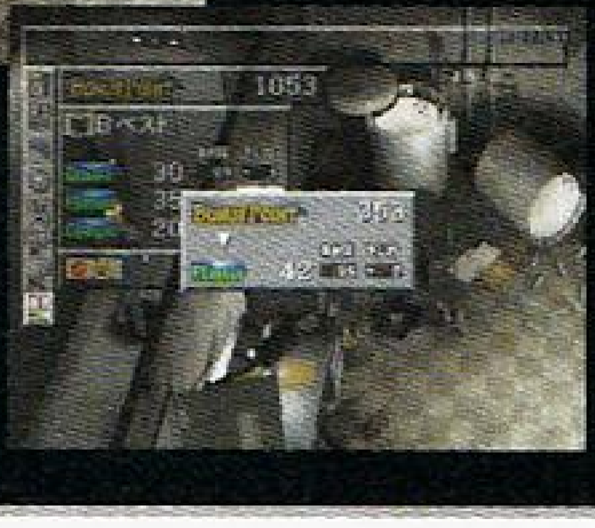
◆When using an enhancement item, the ability value of the equipment is displayed.

② Use bonus points

The bonus points you earn when leveling up can be increased by 100 points, increasing the bonus value by 1. Unlike strengthening items, you can conveniently choose which ability value you want to strengthen. In addition to equipment, you can also increase Aya's ability value active time level and item capacity level (→P.39). Decide what to strengthen depending on the situation.



◆Specify which of Aya's ability scores and equipment to allocate to.



◆For equipment, decide the ability value you want to increase and adjust the number.

Equipment strengthening methods by type

		tune up with tools	Additional slots due to modification	use of Reinforcement items	use of bonus points
arms	club	○	×	×	△
	hand gun	○	○	○	○
	shotgun	○	○	○	○
	machine gun	○	○	○	○
	rifle	○	○	○	○
	grenade launcher	○	○	○	○
	rocket launcher	×	×	○	△
armor		○	○	○	○

As explained so far, there are four ways to strengthen equipment. However, depending on the type of weapon, there are restrictions on the strengthening methods that can be used. On the left is a list of the methods that can be used to strengthen equipment by type. An × indicates that the method cannot be used to strengthen the equipment, and a △ indicates that only certain ability values can be strengthened. Club-type weapons can only be tuned up with other club-type weapons, and bonus points can only be used on attack power. When using bonus points on rocket launcher-type weapons, only attack power and hit range can be strengthened. Incidentally, the handgun-type Maeda Gun is an exception in that it cannot be tuned up or modified.

Tuning guidelines by stage

In this game, there are so many weapons and armors that it can be hard to choose what to equip. So, I will explain which equipment you should use and what kind of tuning you should do according to the story progression of the first playthrough. If you use ray, you will definitely find yourself in fewer situations where you struggle in battle. However, the equipment and tuning explained here are merely guidelines, so you can base your game on other equipment or add other additional effects depending on your preferences.

	arms	armor
Day1	base M84F Use your starting equipment until you get a new weapon inside Carnegie Hall. ▼ base P220 ▼ base M1911A1 Since tuning is not possible on Day 1, you can just use the newly acquired weapon.	base N vest Just like weapons, you will use your initial equipment for armor until you obtain new equipment (N Protector). ▼ base N protector The Kv vest you get when defeating ALLIGATOR1 cannot be equipped on Day 1, so you'll have to fight with it until the end.
Day2	base M16A1 Because it is a rifle type, the long attack time is a drawback, but at this point it is a weapon with outstanding attack power. ▼ base M203 Its unique feature is that it comes with the additional effect of "Heat." "Heat" is effective against BEAR1 and PLANT1, so it's a good idea to equip it when fighting these two types of enemies.	base Cm vest It comes with the highly useful "Auto Heal" feature. If you prioritize defensive power, it's a good idea to use the Kv Vest. ▼ base Sp vest It has higher defensive power than the Kv Vest, so it's a good idea to equip it as soon as you get it. For even greater safety, move the "Auto Heal" from the CM Vest.
Day3	base G19 Of the weapons available in Soho, this is the easiest to use. The M11 has the additional effect of "Rate of Fire 5" and "Rampage," so it can be used if you have ammo to spare. ▼ base MP5K Not only does it have high attack power, but it's also a machine gun-type weapon that doesn't have the added effect of "Rampage," making it extremely easy to use. I'll be using this weapon until the end of Day 3.	base CM Best Kai You can get it at the police station that was raided. You can get it without encountering any enemies (→ P.195), so go and get it first. It comes with the additional effect of "Auto Heal." ▼ base N jacket If you don't need the additional effect of "Auto Heal", you can switch to this later. However, since PE defense is low, be careful of enemy PE attacks.
Day4	base M79 The "Tranquil" effect attached to this is effective against Flyman 1, Bacterium 1, and Mixedman 1. It also has high attack power, so be sure to get it before encountering any enemies. ▼ base G3A3 The hit distance is incredibly high. It's not very useful in normal combat, but it's effective in the SPIDER-WOMAN battle, which takes place in a wide area.	CM Vest Modified or Base N Jacket You will obtain armor inside the hospital in the second half, so use the same armor as Day 3 in the first half. ▼ Base SP jacket Its defensive power is the same as the N Jacket, but its CR evasion is higher. It's safer if you move the "Auto Heal" additional effect. Since there are many enemies in the hospital who have attacks that can cause poison, you can move "Poison Evasion" from the B Vest, which you can obtain around this time.
Day5	base G23 It has such high ability values that it can be put to good use even after entering the museum. ▼ base M203 modified The added effect of "Heat" is an attractive feature. Since there are many enemies in Sewers 2 that are weak to "Heat", there are times when using this can be advantageous. ▼ base M79 Mod 2 or M203 Mod 3 These two weapons have a "Freeze" effect that is active in the museum. You can also transfer the "Freeze" effect to the G23 or M1911A2. ▼ base MP5PDW Overwrite "Rate of Fire 7" with "Rate of Fire 2 (or 3)" and "Rampage" with "Burst".	Base Crprotector Each ability value is high, and it also has the additional effect of "auto heal." ▼ Base Cr Protector The additional effect "HP Up" is very useful. However, it also has "AT Down", so you'll either have to ignore it or remove it with the All-Purpose Tool. ▼ base N suit If you don't need the additional effect, equip this. However, be careful of the low PE defense. ▼ base B jacket Equip this until you clear the stage. If you move "HP Up" from the Cr Protector, you'll be perfect.
Day6	base MP5PDW Moving "Double Command" from the M8000 will be a great help.	base B jacket It's better to equip it with "Avoid Stiffness" and "Auto Heal".

Creating the Strongest Equipment: Hard Weapons

The three factors that determine the strength of a weapon are its ability score, additional effects, and type. Of these, it is not impossible to raise all ability scores to 999 by playing EXROUND (→ P.258) multiple times. Also, when it comes to type, it is best to choose the optimal one, taking into account the attack time and the AT bar accumulation speed. The most popular are the MG type, followed by the handgun type. The key is the additional effects, and since ability values can be increased as much as you want, it can be said that weapons with many slots have the potential to become the strongest weapons. For reference, we will explain the most practical additional effects below.

rate of fire 2

If the "Rate of Fire" is 5 or more, the amount of bullets consumed and the attack time will increase significantly, but the total damage dealt to the enemy will hardly increase. It is wise to keep it at "Rate of Fire 2" or "Rate of Fire 3". It is also possible to not add a "Rate of Fire".

preemptive strike

A successful preemptive attack will fill Aya's AT bar the moment the battle begins. The success rate increases as Aya's Active Time level increases, making this attack more useful as the story progresses.

critical

Increases the chance of a critical hit by 20% compared to normal. It's not a flashy ability, but it's an effective additional effect that can shorten battle time. We recommend equipping it on equipped weapons as soon as possible.

burst

The advantage of being able to attack a wide range of enemies at once is that it also reduces the amount of ammo you use. When your ammo runs low, you can temporarily equip a weapon with the additional effect of "burst" to conserve ammo.

double command

triple command

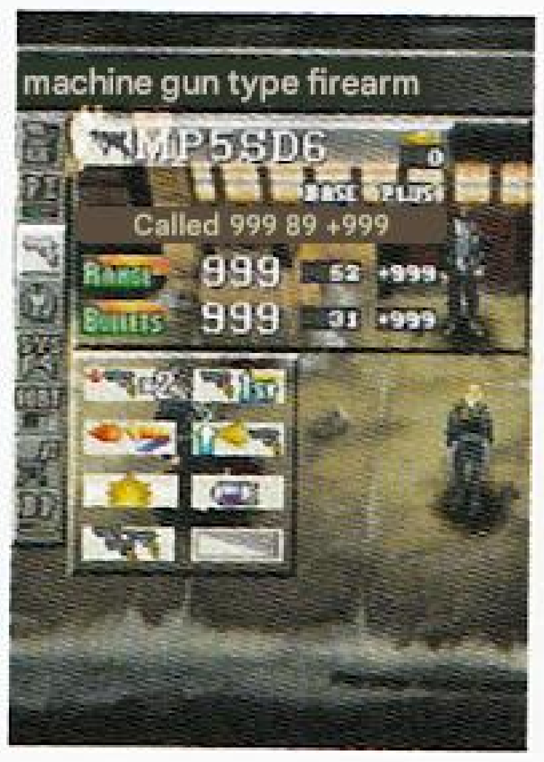
An additional effect that allows you to select two or three commands at once. This allows you to do things like recovery + attack + attack in one turn. However, be aware that the higher the "Rate of Fire", the longer the attack time.

BULLETS 223
TARGET 2

The strongest weapon

Assuming that the ability score is raised to 999, the strongest weapons would be a 7-slot machine gun such as the MP5SD6 or P90 (Case A), or a 10-slot handgun such as the M92F or DE50AE2 (Case B).

Case A

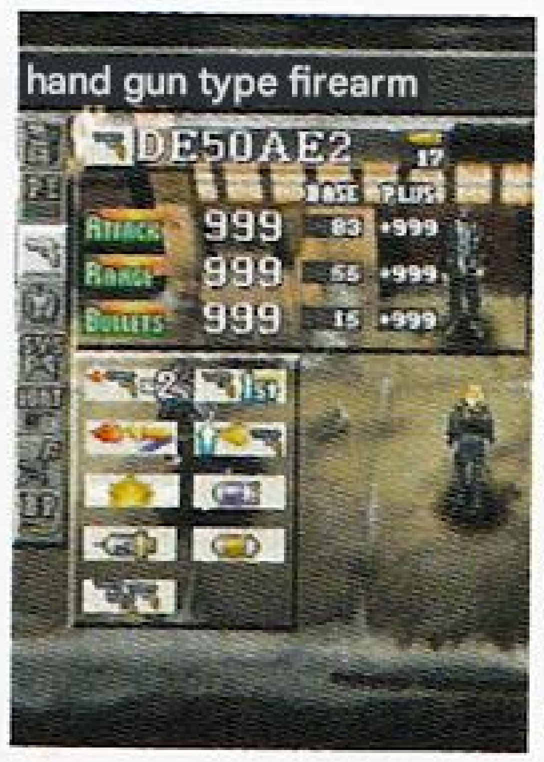


MP5SD6 Base
(Machine Gun)

Additional effects

- rate of fire 2
- preemptive strike
- counterattack
- critical
- burst
- cyanide
- triple command

Case B



DE50AE2
base (hand gun)

Additional effects

- ▶ Rate of fire 2
- ▶ First attack
- counterattack
- critical
- burst
- cyanide
- Tranquil
- acid
- triple command

Creating the Strongest Equipment: Hard Armor>

Unlike weapons, where it is difficult to narrow down the strongest item to one due to the balance between type and number of slots, armor does not have a performance difference depending on the type. Therefore, there is only one armor that can become the strongest. That's the Cr Armor Modification, which can be increased up to 10. Furthermore, this armor also has the highest base ability value of all armor. Use EX ROUND to increase the ability value to 999, increase the number of slots to 10 through modification, and add the additional effects listed below to complete the ultimate armor.

Poison avoidance

Avoid stiffness

avoid darkness

Avoid confusion

The four additional effects that prevent certain status changes each have a 60% chance of being effective. They don't reduce the penalty caused by the status change itself, so it's dangerous to rely on them too much, but it's still a good idea to have them equipped as an insurance policy.

auto heel

This eliminates the need to take a break from attacking to recover HP, allowing you to brute force your way through battles. However, be aware that there is a chance that this effect will not activate and your HP will drop to zero (→P.27). A similar additional effect is "Autocare," which automatically uses a healing drug when a status change occurs, but since a dedicated healing drug is required for each status change and the status changes disappear over time, it is not as effective as "Autoheal."

slot +2

slots +4

This is an additional effect that increases the maximum number of items you can carry. You want to add the large increase of "+4", but if you don't have enough slots for additional effects, it's better to prioritize other effects.

HP up

Increases maximum HP by 15% (Aya's HP will never reach its maximum of 999 if you don't use this). Since many pieces of armor have "AT Down" in combination with "HP Up," you should move "HP Up" to another piece of armor and use it separately.

Increase attack power

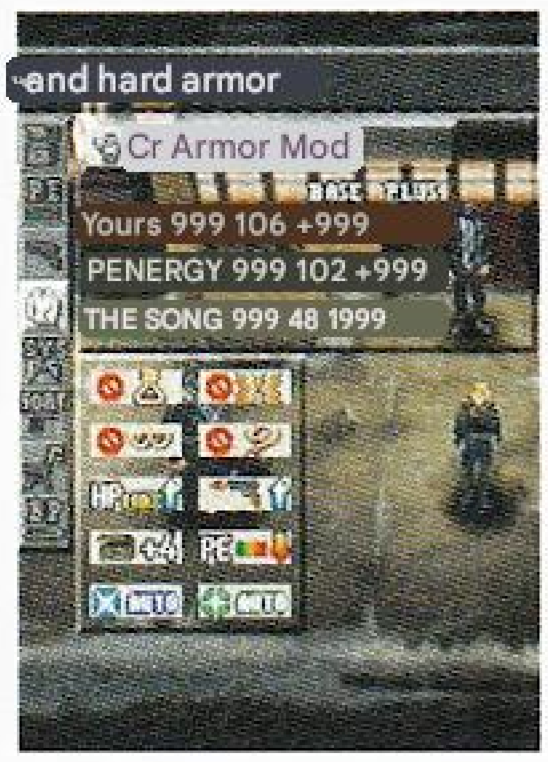
This does not increase the weapon's ability value, but rather Aya's attack power level by 2. Depending on Aya's level, the amount of damage she inflicts on enemies can differ by around 20 points depending on whether or not this additional effect is enabled. This is an additional effect that you should prioritize.

PE light

This is the last armor bonus you can get, and it's the most effective one. It reduces the amount of PE bar consumed when using Parasite Energy by two-thirds, meaning that your PE bar is effectively 1.5 times longer.

Strongest armor

Add "Auto Heal" and "Auto Care" as you like.



and hard armor

Cr Armor Mod

BASE PLUS

Yours 999 106 +999

PENERGY 999 102 +999

THE SONG 999 48 1999

Base Cr Armor Modification

Additional effects

- ● Poison avoidance
- ● Avoid stiffness
- ● avoid darkness
- ● Avoid confusion
- ● HP up
- ● Increase attack power
- ● slots +4
- ● PE light
- ● auto heel
- ● auto care

[For tuning] Additional value & additional effect quick reference table

When tuning up weapons and armor, the most important thing is to know what additional effects and values each piece of equipment has. So, I've compiled a list of the initial values and additional effects for all weapons and armor. I hope you will use this as a quick reference when tuning up. The equipment is listed in order of lowest base attack (defense) power for each type. A complete list of equipment data, including base values and number of slots, is provided on the following page (→P.56).

【arms

type	name	Attack power	Hit distance	Number of bullets	Additional effects		
club	club	+1	0	0	—	—	—
	Club Kai 2	+2	0	0	steal	—	—
	club kai 3	0	0	0	steal	preemptive attack	—
	Club Kai 4	+2	0	0	Bundori	counterattack	critical
hand gun	M84F	+2	0	0	rate of fire 2	—	—
	P220	+1	0	0	rate of fire 2	—	—
	M1911A1	+2	0	+1	rate of fire 3	—	—
	M9	0	+1	+1	rate of fire 3	—	—
	P8	+1	+2	0	—	—	—
	M92F	+1	+1	+3	rate of fire 3	—	—
	G19	+2	+1	+2	rate of fire 3	—	—
	M9 modified	+1	+1	+1	rate of fire 3	—	—
	PPK	+2	+1	0	rate of fire 5	preemptive attack	—
	G23	+1	+2	0	rate of fire 3	—	—
	P220 modified	+1	0	+1	rate of fire 3	—	—
	M1911A2	0	0	+2	rate of fire 3	—	—
	G22	+2	0	+1	rate of fire 2	—	—
	M9 to 2	+2	0	0	rate of fire 3	double command	—
	M8000	0	0	0	double command	—	—
	USP change	0	+2	0	—	—	—
	P228	0	+1	+1	—	—	—
	P226	0	0	+1	rate of fire 2	—	—
	G20	0	+1	+2	counterattack	—	—
	M1911A4	0	+1	0	—	—	—
	P229	0	0	0	rate of fire 3	—	—
	USP changed to 2	+1	0	+1	rate of fire 2	preemptive attack	—
	YOUR USP	+1	+1	+6	rate of fire 5	counterattack	—
	M96	+2	0	+2	—	—	—
	AM44	0	0	+1	—	—	—
	SP1C	+2	+2	+2	rate of fire 2	—	—
	Mark23	+1	+1	0	rate of fire 3	preemptive attack	—
	DE50AE2	+2	+1	+2	rate of fire 2	—	—
	M1911A5	+1	0	+1	—	—	—
	M712	+2	+1	+1	counterattack	—	—
	M96R	+1	0	0	rate of fire 2	triple command	—
	Maeda Gan	0	0	0	rate of fire 2	—	—

【arms

type	name	Attack power	Hit distance	Number of bullets	Additional effects		
shotgun	M870	+1	0	+3	rate of fire 2	burst	—
	M500	+2	+2	+2	rate of fire 2	burst	—
	M870 changed to 1	0	+1	0	burst	—	—
	maverick	0	+2	0	burst	—	—
	M10B	+1	0	+1	rate of fire 3	burst	—
	S12	+1	0	+1	burst	—	—
machine gun	M11	+1	0	+1	rate of fire 5	disorderly shooting	—
	MP5K	+1	0	+1	rate of fire 3	—	—
	M10	+1	0	+2	rate of fire 7	disorderly shooting	—
	Micro UZ	+2	0	+1	rate of fire 5	disorderly shooting	—
	MP5PDW	+1	0	+2	rate of fire 7	disorderly shooting	—
	PPSh41	+2	+1	0	rate of fire 10	—	—
	MP5A5	+1	0	+1	rate of fire 2	strafing	—
	Full UZ	0	+1	+1	rate of fire 10	disorderly shooting	—
	P90	0	+2	+1	rate of fire 10	strafing	—
	MP5SD6	0	0	+1	rate of fire 3	strafing	—
rifle	M16A1	+1	+2	+1	rate of fire 2	—	—
	SG550	0	+2	+1	rate of fire 2	—	—
	G3A3	+1	+2	+1	—	—	—
	64 Shiki	+1	+2	+2	rate of fire 3	critical	—
	M16A2	+2	0	+1	rate of fire 3	—	—
	PSG−1	0	0	+1	rate of fire 2	—	—
	SAR	+1	+1	0	—	—	—
	XM177E2	0	+1	+1	critical	—	—
	MAG	+1	0	+1	rate of fire 2	critical	—
	AK47	0	+2	+1	rate of fire 5	critical	counterattack
	FA−MAS	0	+1	0	rate of fire 3	—	—
grenade launcher	M203	+2	+1	0	heat	—	—
	M79	+1	+2	+1	rate of fire 2	Tranquil	—
	M79 modified	+1	0	+2	rate of fire 3	acid	—
	M203 modified	+1	0	+1	rate of fire 2	heat	—
	M203 modified 2	+1	0	+2	rate of fire 3	acid	—
	M79 modified 2	+2	+1	+1	rate of fire 2	Freeze	—
	M203 modified to 3	+1	0	+1	rate of fire 2	Freeze	—
	M79 modified to 3	+2	0	0	—	—	—
	M203 to 4	0	0	0	—	—	—
	M79 modified to 4	0	+2	0	—	—	—
	M203 modified to 5	+1	+1	+2	cyanide	—	—
	HK40	+1	0	+1	—	—	—
Rocket Launcher	AT4	0	0	0	—	—	—
	LAW80	0	0	0	—	—	—
	AT4 to 1	0	+1	0	—	—	—

[Armor

type	name	Defense	PE defense	CR avoidance	Additional effects		
N type	N vest	+1	0	0	—	—	—
	N protector	+1	0	+2	—	—	—
	N jacket	+1	+1	0	—	—	—
	N suit	+1	+1	+1	—	—	—
Kv type	Kv vest	+1	+1	0	—	—	—
	Kv jacket	0	0	0	—	—	—
	Kv suit	+1	0	+1	—	—	—
	kv armor	+1	+1	+2	—	—	—
50 types	Sp vest	+2	+1	+1	—	—	—
	Sp jacket	0	+1	0	—	—	—
	Sp protector	+1	0	0	—	—	—
	Sp vest modified	+1	0	+1	—	—	—
	Sp suitーツ	+2	0	0	—	—	—
	Sp armor	0	+1	+1	—	—	—
	SP Armor Kai	+1	+1	+1	Increase attack power	—	—
Sv type	Sv vest	+1	+2	0	slot +1	—	—
	Sv protector	+1	+1	0	slot +1 +1	—	—
	Sv jacket	0	+2	0	slot +1	—	—
	Sv suit	+1	0	+2	slot +2	—	—
	SV suit modified	+1	0	0	slot +2	—	—
	sv armor	+1	0	+2	slots +4	—	—
	SV armor modified	+1	+1	+1	slots +4	—	—
Cr type	Cr vest	+2	0	+1	—	—	—
	Cr protector	+2	+2	+1	HP up	AT down	—
	Cr jacket	+1	0	+1	—	—	—
	Cr vest modified	+1	+1	0	—	—	—
	Cr suit	0	+1	+2	HP up	AT down	—
	Cr armor	+1	+1	+1	HP up	AT down	Increase attack power
	Cr Armor Mod	+1	+2	+3	HP up	—	—
B type	B vest	+1	0	0	Poison avoidance	—	—
	B protector	+1	0	+1	Avoid stiffness	—	—
	B jacket	+1	+1	+1	Poison avoidance	—	—
	B suit	0	+1	0	avoid darkness	Poison avoidance	Avoid stiffness
	B jacket modified	0	+1	+2	avoid darkness	—	—
	B suit modified	+1	+1	0	Avoid confusion	attack power down	—
	B armor	0	0	0	Poison avoidance	Avoid stiffness	attack power down
Cm type	Cm vest	+1	0	+1	auto heel	—	—
	CM Best Kai	+1	+2	+2	auto heel	—	—
	Cm protector	+1	0	+2	auto heel	—	—
	Cm jacket	0	+2	+1	auto heel	—	—
	Cm suit	0	+1	0	auto care ア	—	—
	Cm armor	0	+1	+1	auto heel	auto care	—
	CM Armor Kai	+1	+1	0	PE light	attack power down	—

Equipment & Item Perfect Data ERFECT DATA

There are a total of 209 types of equipment and items that appear in this game. We will reveal all of the data. First, let's explain the role of the ability values set for each piece of equipment.

Weapon ability value

Weapons have three types of ability values: attack power, hit range, and magazine capacity. Of these, attack power plays an important role in determining the amount of damage inflicted on the opponent. Aya's actual attack power is calculated by dividing her basic attack power by one-fifth and adding the attack power of the weapon she is equipped with (→P.32). See the column below for more information on hit range. The higher the magazine capacity, the less likely you will need to reload your weapon during battle.

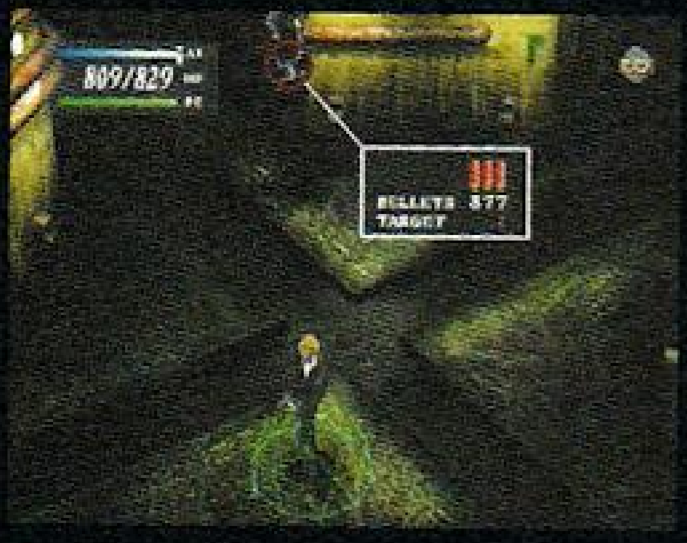
●Role of weapon ability values

Ability value name	Display on screen	Explanation
Attack power	ATTACK	Determines the amount of damage dealt to enemies by weapon attacks.
Hit distance	RANGE	Determine the effective range of the weapon (the attack range within which it can deal sufficient damage).
Number of bullets	BULLETS	This indicates the number of bullets that can be loaded into the weapon at one time.

CHECK! About hit distance

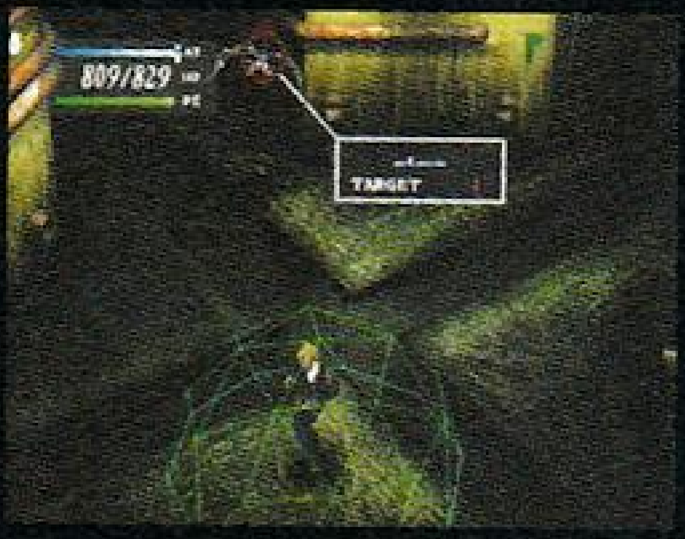
Hit distance affects the radius of the "dome that shows the effective range of an attack" that is displayed during battle. As the hit distance value increases, the radius of the dome becomes longer accordingly, but in fact these two are not perfectly proportional. As the hit distance value increases, the increase in the dome radius per hit distance becomes shorter. In other words, When the distance goes from 20 to 21, the dome radius increases more than when it goes from 90 to 91. This tendency becomes more pronounced when the hit range exceeds 200. Incidentally, if Aya's height is 512, the dome radius in darkness is set to 200, and the dome radius with a club-type weapon (hit range 10) is set to 600.

state of darkness



◆The radius of the dome will be less than half Aya's height.

club type



◆When hit range is 10, the radius is slightly longer than Aya's height.

Hit distance 999

809/829
BULLETS 377
TARGET

◆The area has become so large that the dome is no longer visible.

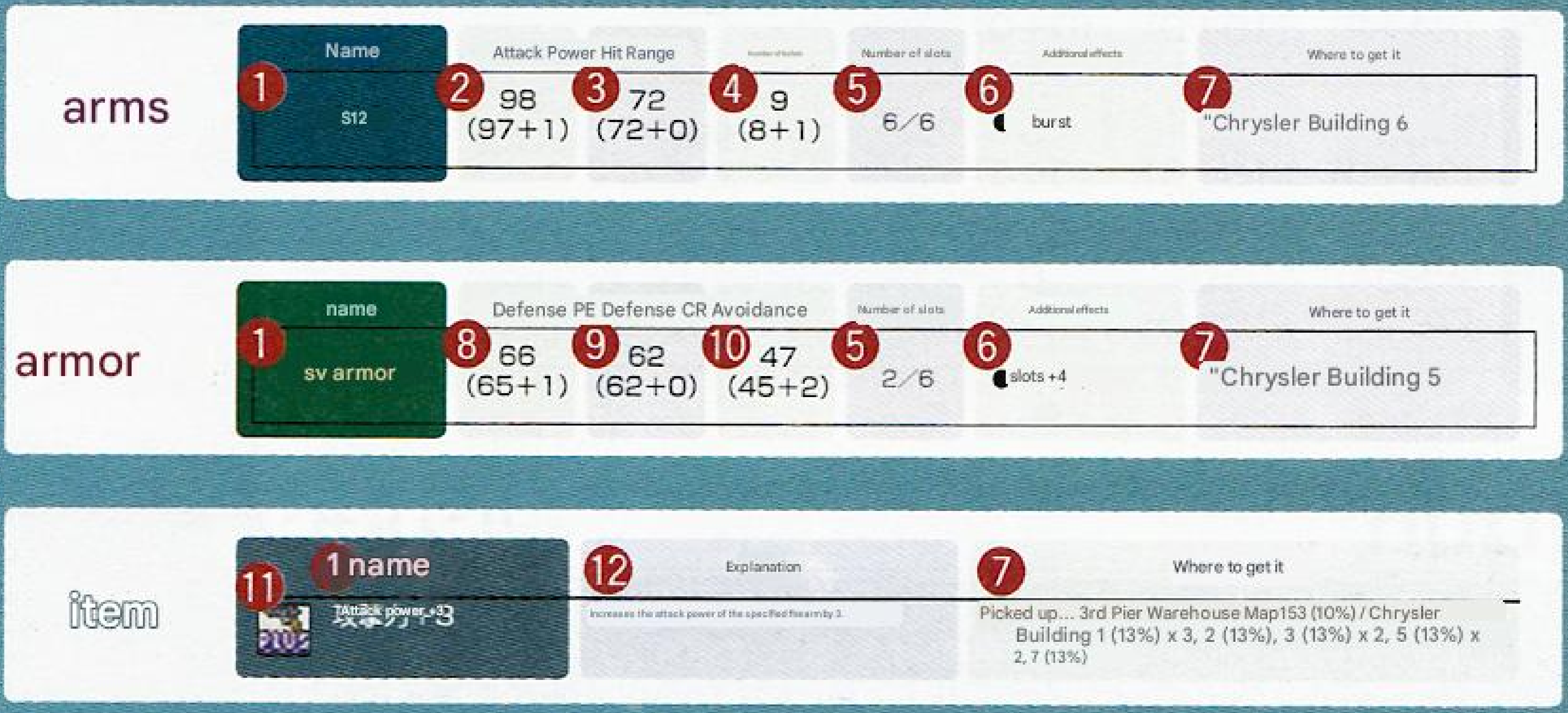
Armor ability values

Armor has three stats: defense, PE defense, and CR evasion. Defense and PE defense reduce the amount of damage received from enemy attacks. The actual defense is calculated by adding these values to Aya's basic defense divided by 5. CR evasion serves to prevent critical hits from enemies. However, if defense and PE defense are high, you won't receive much damage even if you receive a critical hit, so it's not a problem if CR evasion is low.

●The role of armor ability values

Ability value name	Display on screen	Explanation
Defense	DEFENSE	Reduces the amount of damage taken from physical attacks by NMC.
PE defense	P.ENERGY	Reduces damage taken from PE attacks from NMC.
CR avoidance	CRITICAL	Reduces the chance of NMC attacks being critical hits.

How to view the following data pages


arms
Name
S12
Attack Power Hit Range
Number of bullets
Number of slots
Additional effects
Where to get it
①
②
98
(97+1)
③
72
(72+0)
④
9
(8+1)
⑤
6/6
⑥
burst
⑦
"Chrysler Building 6
armor
name
sv armor
Defense PE Defense CR Avoidance
Number of slots
Additional effects
Where to get it
①
⑧
66
(65+1)
⑨
62
(62+0)
⑩
47
(45+2)
⑤
2/6
⑥
slots +4
⑦
"Chrysler Building 5
item
⑪
1 name
Attack power +3
⑫
Explanation
Increases the attack power of the specified firearm by 3.
⑦
Where to get it
Picked up... 3rd Pier Warehouse Map153 (10%) / Chrysler Building 1 (13%) x 3, 2 (13%), 3 (13%) x 2, 5 (13%) x 2, 7 (13%)

①Name: The name of the weapon, armor, or item.

②Attack power: The attack power of the weapon (initial value).

③Hit range: The weapon's hit range (initial value).

④Ammo capacity: The weapon's ammo capacity (initial value).

⑤Number of slots: Can have additional effects.
The left side is the initial value, the right side is the maximum value.

⑥Additional effect: Additional effect that comes with the equipment from the beginning.

7. Where to get it: Where you can get the item and methods. The meanings of the abbreviations are as follows:

- Pickup: Locations where items can be found in treasure chests or on the floor. () indicates the probability of an item appearing when the item is randomly selected. Map numbers correspond to the area-specific CG maps in CELL 5 (→P.166). In the Chrysler Building, floors 1 and 2 are numbered 1, 2, 3, etc., starting from the 1st floor.
- Drop: An NMC that can be killed in battle and potentially have its item obtained as loot.
- Steal: NMC that can steal the item during battle.
- E: Methods other than those mentioned above (receiving from others, prizes in quiz machines, exchanging for 300 pieces of junk, etc.).

⑧Defense power: The armor's defense power (initial value).

⑨PE Defense: The armor's PE defense (initial value).

10. CR Evasion: The armor's CR evasion (initial value).

⑪Mark: A mark displayed along with the name.

⑫Explanation: Explanation of the item's effects, etc.

*For 234890, the left side of the bottom row () is the base value, and the right side is the additional value when acquired. The number on the top row is the sum of the two.

*Basically, weapons and armor are arranged in ascending order of attack power (defense power) for each type. Items are arranged in the following order: bullets, recovery & treatment, strengthening, tuning & modification, and event items.

WEAPON LIST

weapon list

Of the seven types of weapons, all except the club type are called firearms. Of the firearms, the five types, excluding the rocket launcher type, share the same bullets.

Club

club

The hit range for each club is 10, and cannot be improved with bonus points, so the only way to cover the effective attack のせまさ range is with technique. If you want to create the strongest club, it is best to remove the "Counterattack" skill from Club Modification 4 and move the "Preemptive Attack" skill from Club Modification 3.

name	Attack power	Hit distance	Number of bullets	Number of slots	Additional effects	Where to get it
club	10 (9+1)	10 (10+0)	0 (0+0)	1/1	none	(Inventory at start)
Club Kai 2	26 (24+2)	10 (10+0)	0 (0+0)	1/1	●steal	Pick up...Soho Map69
club kai 3	38 (38+0)	10 (10+0)	0 (0+0)	2/2	●steal ●preemptive strike	Pick up... Sewers 2 Map 174
Club Kai 4	80 (78+2)	10 (10+0)	0 (0+0)	3/3	●Bundori ●counterattack ●critical	10. Chrysler Building 2

Handgun

hand gun

There are many types, but it's fine to use the one with the highest attack power at the time. Make effective use of the "Triple Command" that only the M96R has. The Maeda Gun cannot be tuned up or modified (bonus points can be used), and it cannot be discarded or deposited.

name	Attack power	Hit distance	Number of bullets	Number of slots	Additional effects	Where to get it
M84F	12 (10+2)	51 (51+0)	6 (6+0)	1/4	●rate of fire 2	(Inventory at start)
P220	15 (14+1)	55 (55+0)	5 (5+0)	1/5	●rate of fire 2	10...Carnegie Hall Map16
M1911A1	17 (15+2)	60 (60+0)	6 (5+1)	2/6	●rate of fire 3	Pick up.........Sewer 1Map24
M9	17 (17+0)	54 (53+1)	9 (8+1)	3/6	●rate of fire 3	Pick up...Central Park Map36 (50%)
P8	19 (18+1)	56 (54+2)	7 (7+0)	1/6	none	Pick up...Central Park Map36 (50%)

name	Attack power	Hit range	Ammo capacity	Number of slots	Additional effects	Where to get it
M92F	29 (28+1)	51 (50+1)	11 (8+3)	3/10	● rate of fire 3	E...Police Station [Day 3 Police Station Attack] Map91 Wayne
G19	32 (30+2)	58 (57+1)	10 (8+2)	3/5	● rate of fire 3	Pick up...Soho Map69
M9 modified	39 (38+1)	55 (54+1)	11 (10+1)	2/7	● rate of fire 3	Fall...KERBEROS (lower head)
PPK	47 (45+2)	49 (48+1)	12 (12+0)	2/4	● rate of fire 5 ● preemptive strike	10... Pier 3 Warehouse Map148
G23	48 (47+1)	60 (58+2)	10 (10+0)	2/7	● rate of fire 3	Fall...SPIDER-WOMAN 1, 2nd stage
P220 modified	48 (47+1)	55 (55+0)	12 (11+1)	3/5	● rate of fire 3	Picked up... Museum Map 204 (50%)
M1911A2	48 (48+0)	61 (61+0)	10 (8+2)	2/5	● rate of fire 3	10. Chinatown Map 161
G22	51 (49+2)	60 (60+0)	11 (10+1)	2/5	● rate of fire 2	Picked up... Museum Map 204 (50%)
M9 to 2	53 (51+2)	58 (58+0)	13 (13+0)	2/8	● rate of fire 3 ● double command	Pick up.........Museum Map248
M8000	53 (53+0)	58 (58+0)	12 (12+0)	3/5	● double command	T-REX
USP change	58 (58+0)	59 (57+2)	11 (11+0)	2/7	none	10. Chrysler Building 1
P228	59 (59+0)	56 (55+1)	13 (12+1)	2/6	none	10:·Chrysler Building 1
P226	63 (63+0)	57 (57+0)	12 (11+1)	2/6	● rate of fire 2	10. Chrysler Building 1
G20	65 (65+0)	62 (61+1)	14 (12+2)	2/3	● counterattack	10... Chrysler Building 5
M1911A4	68 (68+0)	63 (62+1)	9 (9+0)	2/8	none	10. Chrysler Building 1
P229	71 (71+0)	56 (56+0)	13 (13+0)	1/7	● rate of fire 3	10. Chrysler Building 2
USP changed to 2	76 (75+1)	58 (58+0)	13 (12+1)	2/3	● rate of fire 2 ● preemptive strike	10... Chrysler Building 5
YOUR USP	76 (75+1)	88 (87+1)	31 (25+6)	3/9	● rate of fire 5 ● counterattack	E... Obtained with 300 junk (→P.284)

name	Attack power	Hit distance	Number of bullets	Number of slots	Additional effects	Where to get it
M96	77 (75+2)	59 (59+0)	16 (14+2)	5/5	none	10. Chrysler Building 2
AM44	78 (78+0)	58 (58+0)	13 (12+1)	2/8	none	10. Chrysler Building 2
SP1C	80 (78+2)	69 (67+2)	20 (18+2)	2/6	◖rate of fire 2	E... Obtained with 300 junk (→P.284)
Mark23	82 (81+1)	61 (60+1)	13 (13+0)	2/3	◖rate of fire 3 ●preemptive attack	10... Chrysler Building 3
DE50AE2	85 (83+2)	56 (55+1)	17 (15+2)	10/10	- Rate of fire 2	E... Obtained with 300 junk (→P.284)
M1911A5	86 (85+1)	63 (63+0)	11 (10+1)	2/5	none	10... Chrysler Building 4
M712	87 (85+2)	64 (63+1)	11 (10+1)	2/2	◖counterattack	10... Chrysler Building 6
M96R	89 (88+1)	59 (59+0)	20 (20+0)	2/4	◖rate of fire 2 ● triple command	10... Chrysler Building 7
Maeda Gan	1 (1+0)	60 (60+0)	15 (15+0)	1/1	◖rate of fire 2	E···Museum Map221・Maeda

*After obtaining the Maeda Bullet Box, the Maeda Gun's ability values will be attack power 1 (1+0), hit range 70 (70+0), and magazine capacity 15 (15+0).

Shotgun

shotgun

Its appeal lies in its high hit distance and "Burst" ability. It's a good idea to equip it when you want to save ammo. However, it's not very user-friendly, so it's best to move the "Burst" ability to a handgun or similar. The M500 has a high total added value, so it's best to use it to strengthen other weapons.

name	Attack power	Hit distance	Number of bullets	Number of slots	Additional effects	Where to get it
M870	49 (48+1)	60 (60+0)	7 (4+3)	6/6	◖Rate of fire ◖2 Burst	Pick up.........Sewer 2 Map171
M500	59 (57+2)	63 (61+2)	7 (5+2)	8/8	◖rate of fire 2 ◖burst	Pick up.... Museum Map 253/Chrysler Building 7
M870 changed to 1	63 (63+0)	64 (63+1)	5 (5+0)	7/7	◖burst	10... Chrysler Building 3
maverick	82 (82+0)	71 (69+2)	7 (7+0)	5/6	◖burst	10... Chrysler Building 4
M10B	93 (92+1)	70 (70+0)	7 (6+1)	4/7	◖▶Rate of ◖fire 3 Burst	E... Obtained with 300 junk (→P.284)
S12	98 (97+1)	72 (72+0)	9 (8+1)	6/6	◖burst	10... Chrysler Building 6

Machine Gun

machine gun

Its features include the shortest firing time and firing intervals of all weapons. The disadvantages of "Rate of Fire 10", "Rampage", and "Sweep" can be removed with the Universal Tool, or overwritten with lower values such as "Rate of Fire" or "Burst".

name	Attack power	Hit distance	Number of bullets	Number of slots	Additional effects	Where to get it
M11	33 (32+1)	42 (42+0)	21 (20+1)	2/2	▶Rapid rate of fire 5 disorderly shooting	Pick up...Soho Map69
MP5K	36 (35+1)	43 (43+0)	24 (23+1)	1/4	rate of fire 3	Pick up...Police Station [Day 3 Police Station Attack Followed] Map94
M10	38 (37+1)	45 (45+0)	24 (22+2)	2/3	▶ Rate of fire 7 disorderly shooting	Picked up... Hospital Map 133 (50%)
Micro UZ	40 (38+2)	43 (43+0)	19 (18+1)	4/4	▶Rapid rate of fire 5 disorderly shooting	Picked up... Hospital Map 133 (50%)
MP5PDW	53 (52+1)	46 (46+0)	25 (23+2)	2/6	rate of fire 7 ▶ Random shooting	Pick up.........Museum Map230
PPSh41	60 (58+2)	76 (75+1)	71 (71+0)	2/6	rate of fire 10	E... Obtained with 300 junk (→P.284)
MP5A5	68 (67+1)	48 (48+0)	29 (28+1)	2/4	▶ Rate of fire 2 ▶Strafing	10... Chrysler Building 4
Full UZ	68 (68+0)	50 (49+1)	43 (42+1)	3/4	rate of fire 10 disorderly shooting	10. Chrysler Building 2
P90	82 (82+0)	53 (51+2)	201 (200+1)	5/7	rate of fire 10 strafing	E... Obtained with 300 junk (→P.284)
MP5SD6	89 (89+0)	52 (52+0)	32 (31+1)	4/7	Rate of fire 3	10... Chrysler Building 6

Rifle

rifle

Its advantages are its high hit range and ammo capacity. It is effective when the enemy is far away, but considering the long firing time, it is difficult to use in close-range combat. The only firearms that have the additional effect of "Critical" are rifle-type.

name	Attack power	Hit distance	Number of bullets	Number of slots	Additional effects	Where to get it
M16A1	35 (34+1)	112 (110+2)	16 (15+1)	1/3	▶ Rate of fire 2	E...Police Station [Day2] Map81. Torres
SG550	40 (40+0)	110 (108+2)	21 (20+1)	2/5	rate of fire 2	落…BIG−DOGMAN

name	Attack power	Hit distance	Number of bullets	Number of slots	Additional effects	Where to get it
G3A3	44 (43+1)	123 (121+2)	19 (18+1)	3/4	none	Pick up... Hospital Map 139
64 Shiki	51 (50+1)	114 (112+2)	16 (14+2)	4/5	◖rate of fire 3 ◖critical	10... Chrysler Building 3
M16A2	55 (53+2)	124 (124+0)	19 (18+1)	2/4	◖rate of fire 3	10. Chrysler Building 1
PSG-1	75 (75+0)	120 (120+0)	19 (18+1)	5/5	●rate of fire 2	10... Chrysler Building 4
SAR	86 (85+1)	136 (135+1)	16 (16+0)	2/3	none	10... Chrysler Building 5
XM177E2	99 (99+0)	159 (158+1)	17 (16+1)	5/6	◖critical	10... Chrysler Building 7
MAG	102 (101+1)	185 (185+0)	21 (20+1)	4/7	◖▶ Rate of fire 2 ●critical	E... Obtained with 300 junk (→P.284)
AK47	105 (105+0)	154 (152+2)	24 (23+1)	6/8	◖▶Rapid rate of fire 5 ●critical ◖counterattack	E... Obtained with 300 junk (→P.284)
FA-MAS	119 (119+0)	169 (168+1)	26 (26+0)	6/7	◖▶Rapid rate of fire 3	10... Chrysler Building 6

Grenade Launcher

grenade launcher

The firing time and the firing interval are long, making it unsuitable for practical use. It's a good idea to transfer additional effects such as "Heat" and "Tranquil" to other weapons using a tool. Note that "Tranquil" is only available on the M79, and "Cyanide" is only available on the M203 Kai 5.

name	Attack power	Hit distance	Number of bullets	Number of slots	Additional effects	Where to get it
M203	27 (25+2)	60 (59+1)	5 (5+0)	2/3	●heat	10. Central Park Map38
M79	45 (44+1)	67 (65+2)	5 (4+1)	3/4	◖▶ Rate of fire 2 ● Tranquil	Pick up... Hospital Map 124
M79 modified	46 (45+1)	68 (68+0)	6 (4+2)	4/4	◖rate of fire 3 ◖acid	10. Chinatown Map 160
M203 modified	49 (48+1)	65 (65+0)	7 (6+1)	2/5	◖rate of fire 2 ●heat	10... Pier 3 Warehouse Map151
M203 modified 2	50 (49+1)	71 (71+0)	7 (5+2)	4/5	◖rate of fire 3 ●acid	Pick up... Sewers 2 Map 167

name	Attack power	Hit distance	Number of bullets	Number of slots	Additional effects	Where to get it
M79 modified 2	54 (52+2)	69 (68+1)	6 (5+1)	3/5	● Rapid Fire ● Level 2 Freeze	Falling...CENTIPEDE1 (tail)
M203 modified to 3	58 (57+1)	67 (67+0)	8 (7+1)	5/7	● rate of fire 2 ● Freeze	Pick up.........Museum Map215
M79 modified to 3	61 (59+2)	65 (65+0)	10 (10+0)	4/5	none	10. Chrysler Building 1
M203 to 4	68 (68+0)	65 (65+0)	7 (7+0)	5/6	none	10. Chrysler Building 2
M79 modified to 4	75 (75+0)	69 (67+2)	8 (8+0)	5/5	none	10...: Chrysler Building 3
M203 modified to 5	81 (80+1)	68 (67+1)	8 (6+2)	4/4	● cyanide	10... Chrysler Building 7
HK40	86 (85+1)	70 (70+0)	9 (8+1)	6/6 None		E... Obtained with 300 junk (→P.284)

Rocket Launcher

rocket launcher

It can also deal damage to enemies around the targeted enemy. However, since it requires special ammo and the number of ammo available is limited, it is best to only use it in boss battles where there are multiple targets. The AT4 Modified 1 has the highest attack power of all weapons, but its short hit range is a drawback.

name	Attack power	Hit distance	Number of bullets	Number of slots	Additional effects	Where to get it
AT4	80 (80+0)	202 (202+0)	1 (1+0)	0/0	none	Drop...CRAB1 (body)
LAW80	156 (156+0)	94 (94+0)	1 (1+0)	0/0	none	E... Obtained with 300 junk (→P.284)
AT4 to 1	186 (186+0)	25 (24+1)	1 (1+0)	0/0	none	10...: Chrysler Building 5

PROTECTOR LIST

Armor list

When classifying protective gear, there are two ways to classify it: by its "form" such as vest or protector, or by its "type" such as N or Kv. This book introduces the latter classification method, which allows for easy understanding of performance differences.

'N' type

N (Normal) type

This is an orthodox piece of armor named after the initials NORMAL. It has no additional effects and its ability values are set low, but it is often the armor with the highest defensive power when obtained. If you plan to wear it for a long period of time, you will want to transfer additional effects from other armor.

name	Defense	PE defense	CR avoidance	Number of slots	Additional effects	Where to get it
N vest	10 (9+1)	8 (8+0)	13 (13+0)	2/2	none	(Inventory at start)
N protector	12 (11+1)	9 (9+0)	18 (16+2)	3/4	none	10...Carnegie Hall Map16
N jacket	35 (34+1)	29 (28+1)	19 (19+0)	3/5	none	Pick up... Police Station [Day 3 Police Station Attack Followed] Map 106
N suit	44 (43+1)	36 (35+1)	23 (22+1)	2/6	none	Pick up... Museum Map 210

'Kv' type

Kv (Kevlar) type

Armor woven with Kevlar, a lightweight and durable fiber. All but the KV Vest can only be obtained at the Chrysler Building, but other types of armor available at the same time are more useful. The only advantage is that it provides slightly higher PE protection.

name	Defense	PE defense	CR avoidance	Number of slots	Additional effects	Where to get it
Kv vest	20 (19+1)	12 (11+1)	15 (15+0)	2/2	none	Falling...ALLIGATOR1
Kv jacket	46 (46+0)	45 (45+0)	21 (21+0)	2/3	none	10. Chrysler Building 1
Kv suit	56 (55+1)	56 (56+0)	28 (27+1)	2/3	none	10. Chrysler Building 2
kv armor	70 (69+1)	68 (67+1)	32 (30+2)	2/3	none	10... Chrysler Building 4

‘Sp’ type

Sp (Spectra) type

This armor is made of Spectra, a material that is lighter and more durable than Kevlar. It has almost no additional effects, but its defensive power is quite high. The Sp Vest can be obtained early on, but has a high total added value, so it is a good idea to reuse it to strengthen other armor.

name	Defense	PE defense	CR avoidance	Number of slots	Additional effects	Where to get it
Sp vest	22 (20+2)	15 (14+1)	19 (18+1)	2/3	none	10. Central Park Map38
Sp jacket	35 (35+0)	30 (29+1)	26 (26+0)	2/3	none	Pick up... Hospital Map 118
Sp protector	39 (38+1)	23 (23+0)	26 (26+0)	3/4	none	10. Pier 3 Warehouse Map153
SP vest modified	50 (49+1)	41 (41+0)	25 (24+1)	2/3	none	10. Chrysler Building 1
Sp suit	60 (58+2)	52 (52+0)	29 (29+0)	2/4	none	10. Chrysler Building 2
Sp armor	75 (75+0)	70 (69+1)	33 (32+1)	2/6	none	10... Chrysler Building 4
SP Armor Kai	87 (86+1)	80 (79+1)	40 (39+1)	2/6	● Increase attack power	10...Chrysler building 6

‘Sv’ type

Sv (Survival) type

This armor (Sv stands for survival) increases the maximum number of items you can carry when equipped. It also has a relatively high CR evasion. However, since the defensive power itself is not very high, it would be wise to transfer the additional effect of the "slot" to another piece of armor.

name	Defense	PE defense	CR avoidance	Number of slots	Additional effects	Where to get it
Sv vest	19 (18+1)	16 (14+2)	19 (19+0)	2/4	● slot +1	10. Central Park Map55
Sv protector	39 (38+1)	36 (35+1)	30 (30+0)	2/5	● slot +1	Pick up........Museum Map239
Sv jacket	42 (42+0)	40 (38+2)	33 (33+0)	2/3	● slot +1	10. Chrysler Building 1
Sv suit	47 (46+1)	42 (42+0)	40 (38+2)	3/6	● slot +2	10... Chrysler Building 3
SV suit modified	52 (51+1)	45 (45+0)	41 (41+0)	3/8	● slot +2	10... Chrysler Building 4

name	Defense	PE defense	CR avoidance	Number of slots	Additional effects	Where to get it
sv armor	66 (65+1)	62 (62+0)	47 (45+2)	2/8	● slots +4	10... Chrysler Building 5
SV armor modified	79 (78+1)	70 (69+1)	49 (48+1)	4/9	●slots +4	10... Chrysler Building 7

‘Cr’ type

Cr (Ceramics) type

Armor made from lightweight, hard ceramic. This is the only type that has the additional effects of "HP Up" and "AT Down." Cr Armor Kai boasts the highest stats of all armor, so if you want to create the strongest armor, it's a good idea to use this as the base.

name	Defense Power	PE Defense	CR Avoidance	Number of Slots	Additional effects	Where to get it
Cr vest	29 (27+2)	24 (24+0)	30 (29+1)	2/3	none	Pick up...Soho Map69
Cr protector	41 (39+2)	43 (41+2)	26 (25+1)	2/4	●HP up AT ●down	Pick up... Sewers 2 Map 166
Cr jacket	44 (43+1)	45 (45+0)	34 (33+1)	4/7	none	10. Chrysler Building 2
Cr vest modified	46 (45+1)	43 (42+1)	31 (31+0)	2/4	none	Pick up.........Museum Map224
Cr suit	65 (65+0)	68 (67+1)	39 (37+2)	4/5	●HP up AT ●down	10... Chrysler Building 5
Cr armor	92 (91+1)	90 (89+1)	43 (42+1)	5/7	●HP up ●AT down ●Increase attack power	10... Chrysler Building 6
Cr armor modified	107 (106+1)	104 (102+2)	51 (48+3)	7/10	●HP up	10... Chrysler Building 7

‘B’ type

B(Bio) type

This armor is made from biological (bio) materials and has the additional effect of avoiding status changes. It also has high overall PE defense. However, its defensive power is average, so it's best to store it in your armory with the intention of transferring the additional effects to other armor.

name	Defense	PE defense	CR avoidance	Number of slots	Additional effects	Where to get it
B vest	30 (29+1)	35 (35+0)	20 (20+0)	2/4	●▶Poison avoidance	Picked up... Hospital Map 132 (50%)
B protector	33 (32+1)	38 (38+0)	23 (22+1)	2/3	●Avoid stiffness	Pick up... Subway Map 189
B jacket	44 (43+1)	49 (48+1)	28 (27+1)	3/4	●▶Poison avoidance	Pick up.........Museum Map253

name	Defense	PE defense	CR avoidance	Number of slots	Additional effects	Where to get it
B suit	48 (48+0)	55 (54+1)	27 (27+0)	3/4	● avoid darkness ● Poison avoidance ● Avoid stiffness	10... Chrysler Building 5
B jacket modified	55 (55+0)	62 (61+1)	32 (30+2)	2/5	● avoid darkness	10... Chrysler Building 3
B suit modified	70 (69+1)	76 (75+1)	34 (34+0)	2/6	● ▶ Avoid confusion ● attack power down	10... Chrysler Building 6
B Armor	85 (85+0)	86 (86+0)	45 (45+0)	6/6	● Poison avoidance ● Avoid stiffness ● attack power down	10... Chrysler Building 7

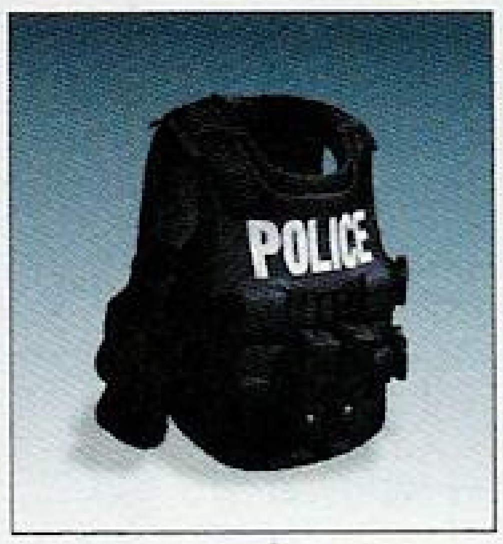
'Cm' type

Cm (Chemical) type

Cm stands for Chemical, and is armor with the added effect of automatically using recovery or treatment items. PE defense is high, but defensive power is low, so if you equip it, be sure to have a reasonable amount of recovery items. Note that "PE Light" is only included with the Cm Armor Modification.

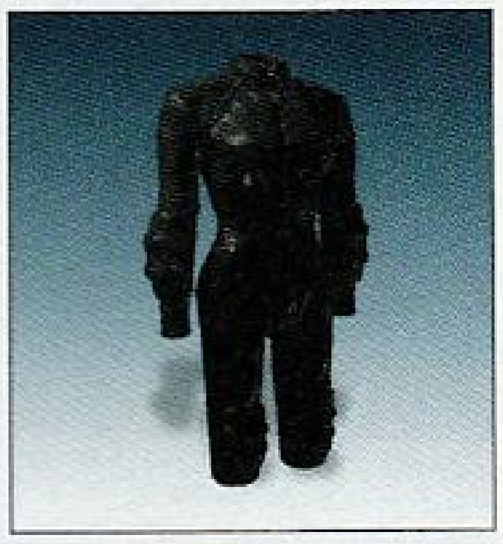
name	Defense	PE defense	CR avoidance	Number of slots	Additional effects	Where to get it
Cm vest	16 (15+1)	16 (16+0)	11 (10+1)	2/2	● auto heel	Pick up...Police Station [Day 3, before the police station attack] Map 75
CM Best Kai	31 (30+1)	35 (33+2)	23 (21+2)	2/2	● auto heel	Pick up... Police Station [Day 3 Police Station Attack Followed by] Map96
Cm protector	37 (36+1)	48 (48+0)	31 (29+2)	3/3	● auto heel	10... Pier 3 Warehouse Map150
Cm jacket	42 (42+0)	50 (48+2)	33 (32+1)	2/3	● auto heel	10... Chrysler Building 3
Cm suit	52 (52+0)	58 (57+1)	35 (35+0)	3/4	● auto care	10... Chrysler Building 4
Cm armor	52 (52+0)	56 (55+1)	38 (37+1)	4/4	● auto heal auto care ●	10... Chrysler Building 5
CM Armor Kai	89 (88+1)	97 (96+1)	41 (41+0)	5/6	● PE light attack ● power down	10... Chrysler Building 7

protector

vest


armor

jacket


suit

ITEM LIST

item list

All items will be introduced in the order of consumable items such as bullets and recovery potions, and event items (marked "SP") such as school keys. Note that while consumable items can be discarded, event items and the three types of bullet boxes cannot be discarded.

name	Explanation	Where to get it
Bullet +6	Six rounds of ammo for any firearm except the rocket launcher. Once obtained, they are automatically placed in your ammo box.	Pick up... Carnegie Hall Map 12, 14 (50%), 17, 18 / Sewer 1 Map 27 (50%), 27 (50%) / Police Station [Day 3 before the police station attack → P.183] Map 81 / Central Park Map 34 (50%), 35 (50%), 35 (50%) E... Carnegie Hall Map3 - Police Officer x 10 times / Police Station [Day3 Police Station Attack] Map86 - Police Officer, 89 - Police Officer, 93 - Cathy, 97 - Police Officer, 105 - Police Officer LikesRAT1, PARROT1, FROG1, SNAKE1, POISON-SNAKE1, MONKEY1, CROW1, PLANT1, RAT3, CROW2, FLYMAN1, RATMAN1, BACTERIUM1 POISON-SNAKE2, CAT1, BAT1, MOLE1, TRICERATOPS1(Green Snake), RAT4, TROODON2, SNAKE2, CAT2, SCORPION3 盗…RAT1、PARROT1、FROG1、BEAR1、PLANT1、RAT3、SPIDER1、FLYMAN1、RATMAN1、BACTERIUM1、CAT1
Bullet +15	15 rounds of ammo for all firearms except rocket launchers. Once obtained, they are automatically placed in your ammo box.	Pickup... Sewer 1 Map28 (50%) / Central Park Map36 (20%), 40, 42, 42 (20%), 51 (40%), 52 (80%), 54 (30%) / Soho Map69 / Police Station [Day3 Police Station Attack ~End of Day4 Hospital → P.183] Map91 / Hospital Map113 / Sewer 2 Map169 E...Police Station [Day 3 Police Station Attack] Map 87 Warner, 95 Knicks / Museum Quiz Machine Prize (→ P.285) 落…BEAR1、GIANTWORM、SPIDER1、BACTERIUM-KING、MIXEDMAN1、SPIDER2、CAT1、CHAMELEON1、TROODON1、ARMADILLO2、MOLE2、MIXEDMAN2、FROG3、RATMAN2 盗…BEAR1、GIANTWORM、SPIDER1、CAT1、PTERODACTY2、ARMADILLO2、CHAMELEON2
Bullet +30	30 rounds of ammo for all firearms except rocket launchers. Once obtained, they are automatically placed in your ammo box.	Pick up...Soho Map66 / Hospital Map120, 124, 141 / Police Station [After Day 4 Hospital → P.183] Map81 / Chinatown Map162 / Sewer 2 Map178 / Subway Map 186 (20%) / Museum Map206, 209 E...Police Station [Day 4] Map 104, Daniel/Museum, Quiz Machine Prizes (→P.285) / Cruiser Map257 • Navy Soldier x 3 Drops......MIXEDMAN-BALL1 (→P.285), CENTIPEDE1 (head), RAT4, SPIDER3, CRAB1 (body), PTERODACTY2, SCORPION2, SPIDER4, CAT2, SCORPION3, RATMAN2, RAT6, DOGMAN2, TREASUREBOX (Thief)...CENTIPEDE1 (Totenkopf 1), RAT4, CHAMELEON1, Complete Form - First Form, CHAMELEON2, RAT6, BACTERIUM2
rocket bomb	Nine rocket launcher-type bullets. Once obtained, they are automatically placed in the Rocket Ammo Box.	10... Pier 3 Warehouse Map 153 / Museum Map 251 / Chrysler Building 1, 2, 4, 5, 6 Theft... RAT-LARGE
Bullet Box	A box for storing bullets. It can hold up to 999 bullets. I have two, one for my personal use and one for my arsenal.	(Inventory at start)
Rocket Box	A box for storing rockets. It can hold up to 999 rounds. I have two, one for my personal use and one for my arsenal.	(Obtained at the same time as obtaining rockets)
Maeda's Bullet Box	A box containing 30 bullets for the Maeda gun.	E... Cruiser Map256 Daniel [In Battle]
recovery agent 1	Restores 45 HP to Aya.	Pickup... Carnegie Hall Map7, 11, 13, 14 (50%) / Sewer 1 Map27 (50%), 27 (50%) / Police Station [Day 3 Police Station Before Map80 / Central Park Map34 → P.183] (50%), 35 (50%), 35 (50%) 落…PARROT1、FROG1、RAT2、SNAKE1、CROW1、BEAR1、RAT3、CROW2、BACTERIUM1、MIXEDMAN1、SPIDER2、TROODON2、BAT2、SNAKE2 Steal...SNAKE1, MONKEY1, DOGMAN1, BACTERIUM1, TROODON I (Starting possession)

name	Explanation	Where to get it
recovery agent 2	Recovers Aya's HP by 90.	Pickup... Sewer 1 Map 28 / Police Station Map 75 (50%) / Central Park Map 39, 42 (80%), 52 (20%), 54 (10%) / Soho Map 71 / Police Station [Day 3 Police Station Raid ~ Day 4 Hospital End → P.183] Map 91 / Hospital Map 135 E... Museum/Quiz Machine Prizes (→P.285) 落···RAT2、BEAR1、DOGMAN1、FLYMAN1、RATMAN1、CAT1、BAT1、FLOG2、MOLE1、CHAMELEON1、CROW3、MOLE2、PLANT2、PARROT2 盗···RAT2、POISON-SNAKE1、CROW1、CROW2、DOGMAN1、RATMAN1、MIXEDMAN1、CAT1、BAT1、TROODON1、RAT4、MONKEY2、MOLE2
recovery agent 3	Recovers Aya's HP by 180.	Pick up...Soho Map71/Police Station [After the attack on the police station on Day 3] Map89, 101, 102/Hospital Map127, 139/Police Station [After the end of the hospital on Day 4 → P.183] Map81/Chinatown Map159/Sewer 2 Map168 (80%), 176/Subway Map185, 186 (80%) / Museum Map 203, 204, 206 E... Museum Quiz Machine Prize (→ P.285) / Cruiser Map 257. Navy Soldier x 4 落.........CENTIPEDE1 (channel 1) CENTIPEDE1(channel 2) TROODON1 PTERODACTY2 ARMADILLO1 ARMADILLO2 SCORPION1 FLYMAN2 CHAMELEON2 ARMADILLO3、RAT-LARGE MAN.........DOGMAN1、CENTIPEDE1 (LANGUAGE2)、CROW3、BAT2、FLYMAN2、PLANT2、CAT2、FROG3
recovery agent 4	Recovers 400 HP for Aya.	Pickup: Sewer 2 Map 163 / Museum Map 202, 244 E... Museum Quiz Machine Prize (→ P. 285) / Cruiser Map 257: Navy Soldier x 2 落···PTERODACTY1、ARMADILLO1、PARROT2、RAT-LARGE、SQUIRREL、POISON−SNAKE3、BEAR2、BACTERIUM2、TREASUREBOX 盗···SCORPION2、MIXEDMAN2、SCORPION3、PARROT2、ARMADILLO3、RAT6、POISON−SNAKE3、BACTERIUM2、DOGMAN2
full recovery	Restores Aya's HP to maximum.	Pick-up: Museum Map 252/Chrysler Building 4, 6, 7 Drop: MIXEDMAN 1 (→ P. 285) Stealing... Complete Form - First Stage
poison cure	Cures poison. If used when not poisoned, it will put you in poison prevention mode. Can only be used during battle.	Pickup... Sewer 1 Map 28 (50%) / Police Station [Day 2 onwards] Map 75 (50%) / Central Park Map 34, 39 E·· Cruiser Map 257 - 2 Naval Soldiers 落···POISON−SNAKE1、PLANT1、BACTERIUM1、MOLE1、SCORPION2、PLANT2、POISON−SNAKE3 盗···SNAKE1、POISON−SNAKE1、PLANT1、POISON−SNAKE2、CENTIPEDE1(尾)、SCORPION2、SNAKE2
Movement restriction treatment	Cures slowed state. If used when not in slowed state, it will prevent slowing. Can only be used during battle.	Pick up...Soho Map71/Hospital Map141 E···Cruiser Map・Naval Soldiers x2 Falling RAT4、SPIDER1、FLYMAN1、MIXEDMAN1、SPIDER2、FLYMAN2, CHAMELEON2, MIXEDMAN2 Stealing... FLYMAN1, MIXEDMAN1, SPIDER3, SPIDER4
darkness cure	Cures darkness. If used when not in darkness, it will put you in darkness prevention mode. Can only be used during battle.	Pick··Sewers 2 Map 164 / Museum Map 253 up E-class cruisers, Map 257, and 2 naval soldiers. BAT1 and BAT2 盗···BAT1、PTERODACTY2、BAT2
confusion cure	Cures confusion. If used when not in confusion, it will prevent confusion. Can only be used during battle.	E···Cruiser Map257・Naval Soldier x2 Thieves···SQUIRREL
panacea	Cures poison, slow, darkness, confusion, and defense reduction. Does not prevent damage. Can only be used during combat.	10. Chrysler Building 4, 6, 7 1 (→P.285), ARMADILLO 1 Falling... MIXEDMAN
resuscitation medicine	When Aya's HP reaches zero during battle, it is automatically used to revive her. After revival, her HP will be reduced to half of her maximum HP, and her PE bar will be reduced to one-quarter of what it was before she was revived.	Map71/Museum 10...Central Park Map51/Soho Map232 E... Museum/Quiz Machine Prizes (→P.285) 落···RAT2、MONKEY2、SQUIRREL、RAT6、DOGMAN2、TREASUREBOX 盗···TROODON2、MOLE2、SPIDER4、SCORPION3、FROG3、RATMAN2、SQUIRREL、BEAR2
Attack power +1	Increases the attack power of the specified firearm by 1.	Pickup... Carnegie Hall Map 16 (50%) / Sewer 1 Map 27 (80%), 28 (80%) / Police Station [After the Police Station Attack on Day 3] Map 94 (80%) / Hospital Map 131 (80%), 134 (80%) / Chinatown Map 160 (80%) / Sewer 2 Map 172 (50%) / Museum Map 210 (80%), 233 (50%) / Chrysler Building 1 (53%) x 3, 2 (53%), 3 (53%) x 3, 5 (53%) x 2, 7 (53%) Falling...monkey1, giantworm, centipede1 (head) Stealing...ALLIGATOR 1, SPIDER 2, MOLE 1, CRAB 1 (body)

name	Explanation	Where to get it
Attack power +2	Increases the attack power of the specified firearm by 2.	Pick up...... Sewer 1 Map 27 (20%), 28 (20%)/Police station [After Day 3 Police station attack] Map 94 (20%)/Hospital Map 131 (20%), 134 (20%)/3rd Wharf Warehouse Map 153 (90%)/China Town Map 160 (20%)/Sewer 2 Map 174 (20%)/Museum Map210 (20%) / Chrysler Building 1 (27%) x 3, 2 (27%), 3 (27%) x 2, 5 (27%) x 2, 7 (27%) Dropped.....TRICERATOPS1 (before the head is destroyed) Steal...MONKEY1, SPIDER2
Attack power +3	Increases the attack power of the specified firearm by 3.	Pick up...3rd Wharf Warehouse Map 153 (10%)/Chrysler Building 1 (13%) x 3, 2 (13%), 3 (13%) x 2, 5 (13%) x 2, 7 (13%)
Attack power +4	Increases the attack power of the specified firearm by 4.	Pick up... Chrysler Building 1 (7%) x 3, 2 (7%), 3 (7%) x 2, 5 (7%) x 2, 7 (7%)
Hit distance +1	Increases the hit distance of the specified firearm by 1.	Pick up... Soho Map69 (80%)/Hospital Map119 (50%)/Sewer 2Map 168 (20%)/Subway Map 185 (80%)/Chrysler Building 1 (53%), 2(53%), 3(53%), 4(53%), 5 (53%), 6(53%), 7(53%) Drop......ALLIGATOR2, CENTIPEDE1 (torso 1) Stealing...PTERODACTY1, TRICERATOPS1 (after destroying the head)
Hit distance +2	Increases the hit distance of the specified firearm by 2.	Pick up... Sewer 1 Map 28 (50%) / Soho Map 69 (20%) / Subway Map 185 (20%) / Chrysler Building 1 (27%), 2 (27%), 3 (27%), 4 (27%), 5 (27%), 6 (27%), 7 (27%) Fall... SCORPION 1 Steal...SCORPION 1
Hit distance +3	Increases the hit distance of the specified firearm by 3.	Pick... Chrysler Building 1 (13%), 2 (13%), 3 (13%), 4 (13%), 5 (13%), 6 (13%), 7 (13%)
Hit distance +4	Increases the hit distance of the specified firearm by 4.	Pick up... Chrysler Building 1 (7%), 2 (7%), 3 (7%) x 2, 4 (7%), 5 (7%), 6 (7%), 7 (7%)
Number of bullets +1	Increases the number of bullets of the specified firearm by 1.	Pick up... Soho Map 69 (80%)/Hospital Map 119 (50%)/Chrysler Building 1 (53%) x 2, 2 (53%), 3 (53%), 4 (53%), 5 (53%), 7 (53%) Drop......CENTIPEDE1 (torso 2) Stealing...PTERODACTY1, TRICERATOPS1 (before the head is destroyed)
Number of bullets +2	Increases the number of bullets of the specified firearm by 2.	Pick up... Soho Map69 (20%) / Chrysler Building 1 (27%) × 2, 2 (27%), 3 (27%), 4 (27%), 5 (27%), 7 (27%)
Number of bullets +3	Increases the number of bullets of the specified firearm by 3.	Pick up... Chrysler Building 1 (13%) x 2, 2 (13%), 3 (13%), 4 (13%), 5 (13%), 7 (13%)
Number of bullets +4	Increases the ammunition capacity of the specified firearm by 4.	Pick up... Chrysler Building 1 (7%) x 2, 2 (7%), 3 (7%), 4 (7%), 5 (7%), 7 (7%)
Defense +1	Increases the defense power of the specified armor by 1.	Pick up... Carnegie Hall Map 16 (50%) / Central Park Map 39 (50%), 56, 62 (80%) / Soho Map 71 (80%) / Police Station [After Day 3 Police Station Attack] Map 105 (80%) / Hospital Map 128 (80%) / Third Wharf Warehouse Map 154 / Sewer 2 Map 172 (50%)/Museum Map210(50%), 218, 226, 233(50%)/Chrysler Building 1 (53%), 2(53%)×2 1, 3 (53%), 4 (53%) × 2, 6 (53%), 7 (53%) drop... GIANTWORM, CENTIPEDE1 (head) 盗…BIG−DOGMAN、BACTERIUM−KING、CRAB1（胴）、ARMADILLO1
Defense +2	Increases the defense power of the specified armor by 2.	Pick up... Central Park Map 39 (50%) / Soho Map 71 (20%) / Police Station [After Day 3 Police Station Attack] Map 105 (20%) / Hospital Map 128 (20%) / 3rd Wharf Warehouse Map 154 (90%) / Sewer 2 Map 174 (80%) / Museum Map 210 (50%) / Chrysler Building 1 (27%), 2(27%)×2 pieces, 3(27%)×2 pcs, 4(27%) x 2 pcs, 6(27%), 7(27%) Dropped.....TRICERATOPS1 (before head destroyed) 盗…BIG−DOGMAN、BACTERIUM−KING
Defense +3	Increases the defense power of the specified armor by 3.	Pick up...3rd Wharf Warehouse Map 154 (10%)/Chrysler Building 1 (13%), 2 (13%) x 2, 3 (13%), 4 (13%) x 2, 6 (13%), 7 (13%) Thief...Eve-2nd form (carriage)
FEET Defense +4	Increases the defense power of the specified armor by 4.	Pick up... Chrysler Building 1 (7%), 2 (7%) x 2, 3 (7%), 4 (7%) x 2, 6 (7%), 7 (7%)

name	Explanation	Where to get it
PE defense +1	Increases the PE defense of the specified armor by 1.	Picked up... Sewer 1 Map 28 (50%) / Central Park Map 62 (50%) / Soho Map 71 (80%) / Police Station [After the Day 3 Police Station Attack] Map 98 (80%) / Hospital Map 117 (80%) / Chinatown Map 159 (80%) / Museum Map 233 (50%), Chrysler Building 1 (53%) x 3, 2 (53%), 5 (53%), 6 (53%), 7 (53%) x 2 drops... CENTIPEDE 1 (body 1), SCORPION 1 Steal: Eve 2nd Form (Training Ground), Triceratops 1 (after destroying the head)
PE defense +2	Increases the PE defense of the specified armor by 2.	Picked up...Soho Map 71 (20%) / Police Station [After the Day 3 Police Station Attack] Map 98 (20%) / Hospital Map 117 (20%) / Chinatown Map 159 (20%) / Chrysler Building 1 (27%) x 3, 2 (27%), 5 (27%), 6 (27%), 7 (27%) x 2
PE defense +3	Increases the PE defense of the specified armor by 3.	Picked up... Chrysler Building 1 (13%) x 3, 2 (13%), 5 (13%), 6 (13%), 7 (13%) × 2 Steal: Eve 2nd Form (Training Hall), Eve 2nd Form (Carriage)
PE defense +4	Increases the PE defense of the specified armor by 4.	Picked up... Chrysler Building 1 (7%) x 3, 2 (7%), 5 (7%), 6 (7%), 7 (7%) x 2
CR avoidance +1	Increases the CR evasion of the specified armor by 1.	Picked up... Central Park Map 62 (50%) / Soho Map 71 (80%) / Police Station [After the attack on the police station on Day 3] Map 102 (80%) / Hospital Map 132 (50%), 140 (80%) / Subway Map 184 (80%) / Museum Map 233 (50%) / Chrysler Building 1 (53%) x 4, 3 (53%), 4 (53%), 6 (53%) Drop: ALLIGATOR 2, CENTIPEDE 1 (body 2) Stealing...1 Alligator, 1 Triceratops (before head destruction)
CR avoidance +2	Increases the CR evasion of the specified armor by 2.	Picked up...Soho Map 71 (20%) / Police Station [After the police station attack on Day 3] Map 102 (20%) / Hospital Map 140 (20%) / Subway Map 184 (20%) / Chrysler Building 1 (27%) x 4, 3 (27%), 4 (27%), 6 (27%)
CR avoidance +3	Increases the CR evasion of the specified armor by 3.	Picked up... Chrysler Building 1 (13%) x 4, 3 (13%) x 2, 4 (13%), 6 (13%)
CR avoidance +4	Increases the CR evasion of the specified armor by 4.	Picked up... Chrysler Building 1 (7%) x 4, 3 (7%), 4 (7%), 6 (7%)
junk	If Wayne disposes of 300 of them, you'll receive a powerful firearm. (→P.284)	Forcibly picked up.........Hospital Map141 CROW1, CROW2, DOGMAN1, FLOG2, CHAMELEON1、ARMADILLO2、CROW3、SQUIRREL、BACTERIUM2、DOGMAN2 Theft... CROW1, CROW2, FLOG2, ALLIGATOR2, CHAMELEON1, Complete Form - Second Form (Wings), Complete Form - Fourth Form, CROW3
Junk Kai	An item that has no use.	E... Obtained with 300 junk (→P.284)
butterfly junk	An item that has no use.	E... Obtained with 300 junk (→P.284)
tool	Transfers the bonus values or additional effects of a weapon or piece of armor to another weapon or piece of armor. The original weapon or piece of armor is no longer available.	Pick up...Police Station [Day 2 onwards] Map 80 / Central Park Map 36 (80%), 51 (60%), 54 (60%), 57 (99%), 62 (20%) / Soho Map 69, 71 / Police Station [Day 3 Police Station Attack onwards] Map 94, 98 / Hospital Map 113, 131, 135, 139 / Pier 3 Warehouse Map 148, 154, 157 / Chinatown Map 161 / Sewer 2 Map 173, 176 / Subway Map 189, 189 (95%) / Museum Map 210, 217, 226, 248, 253 / Chrysler Building 1 x 5, 2 x 5, 3 x 6, 4 x 5, 5 x 5, 6 x 3, 7 x 3 E... Museum Quiz Machine Prizes (→P.285) Stealing... GIANTWORM, BACTERIUM-KING, SPIDER-WOMAN 1, 2nd stage, ALLIGATOR 2, CENTIPEDE 1 (head), T-REX
all purpose tool	Transfers the bonus or additional effect of a weapon or piece of armor to another weapon or piece of armor. The original weapon or piece of armor remains.	Picked up... Central Park Map 57 (1%) / Sewer 2 Map 165 / Subway Map 189 (5%) / Museum Map 224 / Chrysler Building 2, 3 x 2, 5, 7 x 3 Falling... MIXEDMAN1 (→P.285) Stealing... SPIDER-WOMAN1, 2nd stage, Perfect, 3rd form
tool kit	A kit with unlimited tools.	E... Exchange for rare trading cards (→P.285)
versatile tool kit	A kit with an infinite number of versatile tools.	E... Exchange for rare trading cards (→P.285)
modification permit	Required to modify weapons and armor.	E...Police Station [Day2] Map73 Baker, 78 Baker

name	Explanation	Where to get it
Trading card	Required to have weapons and armor modified. Can be used from Day 4 onwards.	Pick up...Soho Map67/Police Station [After the Police Station Attack on Day 3] Map89/Hospital Map117/Museum Map210
P38 trading card	A rare trading card featuring P38. Give it to Wayne and he'll give you two weapons and armor modifications.	10. Chrysler Building 1
B Hawk trading card	A rare trading card featuring B-Hawk. Give it to Wayne and he'll give you two weapons and armor modifications.	10. Chrysler Building 2
Kasur trading card	A rare trading card featuring Kasul. Give it to Wayne to have your weapon and armor modified twice.	10. Chrysler Building 2
PPKS trading card	A rare trading card featuring the PPKS. Give it to Wayne to have your weapon and armor modified twice.	10... Chrysler Building 3
M1 trading card	A rare trading card featuring the M1. Give it to Wayne and he'll give you two weapons and armor modifications.	10... Chrysler Building 3
MK5 trading card	A rare trading card featuring the MK5. Give it to Wayne to upgrade your weapons and armor twice.	10... Chrysler Building 4
MP44 trading card	A rare trading card featuring the MP44. Give it to Wayne and he'll give you two weapons and armor modifications.	**10... Chrysler Building 4**
BAR trading card	A rare trading card with a BAR on it. Give it to Wayne and he'll let you modify your weapons and armor twice.	10... Chrysler Building 4
MG42 trading card	A rare trading card featuring the MG42. Give it to Wayne and he'll give you two weapons and armor modifications.	10... Chrysler Building 4
M29 trading card	A rare trading card featuring the M29. Give it to Wayne and he'll give you two weapons and armor modifications.	10... Chrysler Building 5
M73 trading card	A rare trading card featuring the M73. Give it to Wayne and he'll give you two weapons and armor modifications.	10... Chrysler Building 5
38 Shiki trading card	A rare trading card featuring the Type 38. Give it to Wayne and he'll give you two weapons and armor modifications.	10... Chrysler Building 6
3 Shiki trading cards	A rare trading card featuring the Type 3. If you give it to Wayne, he will allow you to modify your weapons and armor twice.	10... Chrysler Building 7
eagle trading card	A rare trading card with an eagle design. Give it to Wayne and he'll give you two weapons and armor modifications.	10... Chrysler Building 7
Gakuya's key	It is needed to open the doors to the dressing rooms in the basement of Carnegie Hall.	E...Carnegie Hall Map13: Corpse
Key to the training room	Required to open the door to the rehearsal room in the basement of Carnegie Hall.	E...Carnegie Hall Map19 Diary
CP key	Required to open doors in Central Park.	10. Central Park Map38
weapons warehouse key	It is needed to open the door to the weapons storage room in the basement of the police station.	Police Station [Day 3 Police Station Attack Followed] Map 101
locker key	Needed to open the lockers in the police station changing rooms.	E・・・Police Station [Day 3 Police Station Under Attack] Map 103・Police Officer
fuse	It is required to restore power to the hospital power panel. It disappears after use.	10... Hospital Map 124
fuse	It is required to restore power to the hospital power panel. It disappears after use.	10... Hospital Map 132
fuse	It is required to restore power to the hospital power panel. It disappears after use.	10... Hospital Map 135

name	Explanation	Where to get it
SP door key	It is needed to open the door to the dissecting room in the hospital. It disappears after use.	10... Hospital Map 127
SP blue card key	It is needed to open the door in the hospital basement. It disappears after use.	E...Hospital Map132, Corpse
SP green card key	It is needed to open the door on the first floor of the hospital. It disappears after use.	E... Hospital Map 118, Nurse
SP elevator key	It is needed to operate the elevator to the hospital roof. It disappears after use.	10... Hospital Map 141
SP warehouse key	Required to open the door inside the Pier 3 warehouse.	10... Pier 3 Warehouse Map151
SP gate key	Required to open the subway exit door.	E...Subway Map 191
SP clamp key	Needed to open the locked door in the museum.	E... Museum Map 221, Clamp
SP Hamaya	A lucky charm given by Maeda. It has no special effect.	E...Police Station [Day 3 Police Station Attack] Map85 Maeda
SP mayokenosuzu	A precious charm given by Maeda. It has no special effect.	E... Hospital Map111・Maeda
SP Naritasan	A normal amulet given by Maeda. It has no special effect and cannot be stored in the warehouse (→P.287).	E...Chinatown Map162・Maeda
SP chrysler key 1	You will be able to freely travel between floors 1-10 in the Chrysler Building elevators.	Falling SPIDER-WOMAN2
SP chrysler key 2	You will be able to freely travel between floors 1 and 20 in the Chrysler Building elevators.	Falling ALLIGATOR3
SP chrysler key 3	You will be able to freely travel between floors 1 and 30 in the Chrysler Building elevators.	Falling...CENTIPEDE2 (head)
SP chrysler key 4	You will be able to freely travel between floors 1 and 40 in the Chrysler Building elevators.	Fall... TRICERATOPS2 (before head destruction)
SP chrysler key 5	Take the elevator to the Chrysler Building and you'll be able to move freely around the 50th floor of Cockroach.	
SP chrysler key 6	Take the elevator to the Chrysler Building and drop down to CRAB2 (torso) and you'll be able to move freely around the 60th floor.	
SP chrysler key 7	Take the elevator to the Chrysler Building and you'll be able to move freely around the 70th floor (BEE3).	

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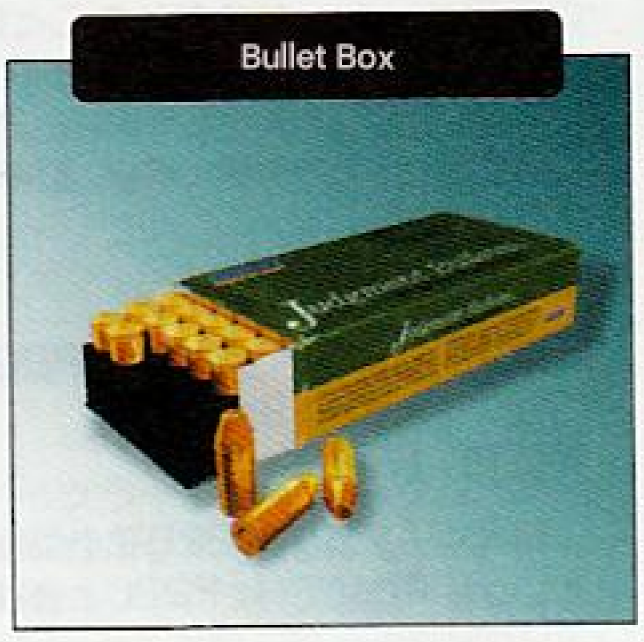
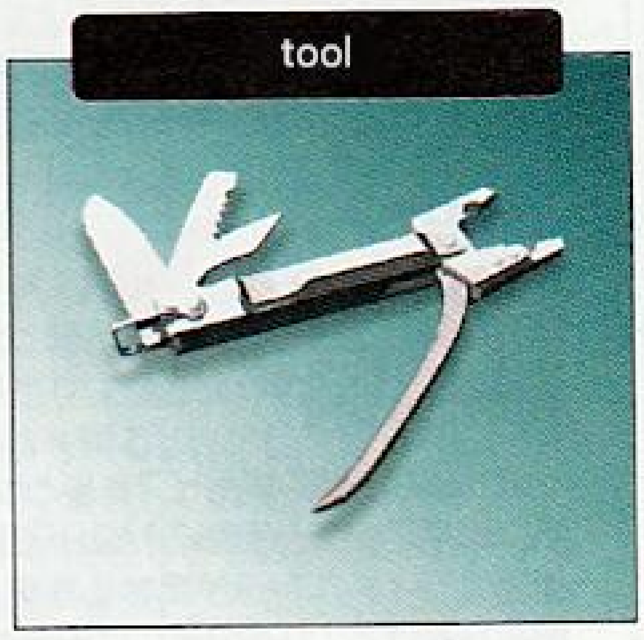
Bullet Box


therapeutic drug

tool


rocket bomb

Rocket Box

recovery agent

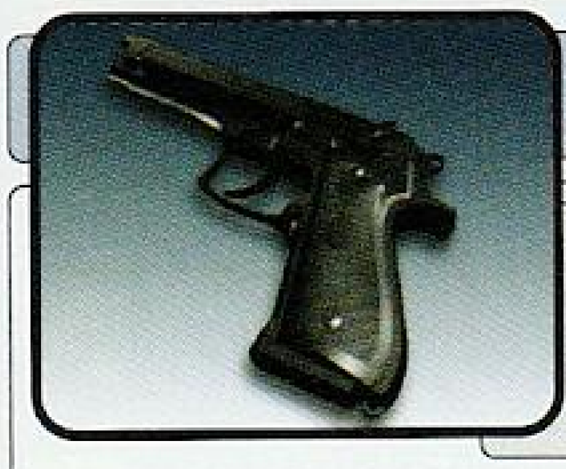
Trading card

Firearm directory

GUN CATRIDAGE6

GUN CATALOG

M92F, M870, MP5SD6, SAR, HK40...These impersonal lettering, backed by real-life models, have a significant impact on the "reality" of this work. Here, we focus on the "true form" of the firearms and approach the essence of "Parasite Eve" from a different angle. In order to emphasize a systematic explanation, the firearms are listed by series and manufacturer, and within each grouping, they are listed in descending order of attack power in the game (with some exceptions). Please note that this section has been independently researched and written by the staff of this book, and is not necessarily directly related to the content of the game.



HANDGUN

hand gun

A small firearm used mainly for self-defense. It uses a relatively rounded bullet called a pistol bullet, which destroys the inside of the target.

Due to its short length, the effective range is only about 50m, but it is powerful enough for combat in a small room or when shooting a specific target at close range.

◆M84F

Official name: Beretta M84F
Caliber: 380 ACP (9mm × 17mm)
Magazine capacity: 13 rounds

This is one of Pietro Beretta's core products, the M80 series pistols. It is an evolution of the Beretta M84, released in 1976, and was perfected through a series of improvements, from the M84 to the M84B, M84BB, and then the M84F. Because it uses a double-row magazine, it holds five more rounds than the Beretta M85F, which uses a single-row magazine.

◆M92F

Official name: Beretta M92F
Diameter: 9mm × 19mm
Magazine capacity: 15 rounds

This is a famous gun from Pietro Beretta, one of the most iconic guns of the modern era. The original Beretta M92 was released in 1975 after five years of development, and has since undergone numerous improvements, particularly in the safety mechanism. The Beretta M92F was originally called the M92SB-F (M92SB Final Version) as it was an evolution of its predecessor, the M92SB, but because this was too long and difficult to remember, the name was changed to the current, simplified designation.

◆M9

Official name: M9
Diameter: 9mm × 19mm
Magazine capacity: 15 rounds

The official designation for the Beretta M92F was the pistol adopted by the U.S. Army. There are no significant differences between the military M9 and the commercially available M92F, with the only difference being the engraving on the slide. Following an M92F failure during military training, the Beretta M92FS, equipped with safety features, was introduced in 1989. It was deployed in combat by soldiers during the Gulf War in 1991, where it performed well in the harsh desert conditions.

◆M8000

Official name: Beretta M8000 Cougar F
Caliber: 9mm x 19mm etc.
Magazine capacity: 15 rounds

A new pistol from Beretta, called the Cougar (American Lion), features a new firing mechanism not found in previous Beretta products and is designed to minimize recoil when firing.

◆M96

Official name: Beretta M96
Caliber: 40S&W (10.16mm)
Magazine capacity: 10 rounds

This is a large-caliber version of the Beretta M92F, which uses .40 S&W bullets. Because of the larger caliber, it is more powerful than other Beretta models that use 9mm x 19mm bullets. While the Beretta M93R, which appeared in the movie "Robocop," is a famous model with an R at the end, there is no M96 with an R for general use.

◆P220

Official name: SIG/Sauer P220
Diameter: 9mm × 19mm
Magazine capacity: 9 rounds

This is a representative large-sized pistol that forms the core of SIG/Sauer. It has earned high praise from all quarters for its accuracy, and is the standard firearm of the Swiss Army and the Japanese Self-Defense Forces. The SIG/Sauer name comes from the merger of two European firearms manufacturers, and SIG stands for "Schweiz Industrie Gesellschaft (Swiss Industrial Company)." The company's lineup of pistols, centered around the P220, all feature a linear design, exuding a sense of solidity and durability.

◆P228

Official name: SIG/Sauer P228
Diameter: 9mm × 19mm
Magazine capacity: 13 rounds

This is a more portable version of the SIG/Sauer P220, but it's not much different in terms of power.

◆P226

Official name: SIG/Sauer P226
Diameter: 9mm × 19mm
Magazine capacity: 15 rounds

This is a SIG/Sauer standard model P220 with a larger magazine capacity. The overall length is almost the same as the P220, but the number of rounds it can hold has increased from 9 to 15.

◆P229

Official name: SIG/Sauer P229 Caliber:
40 S&W (10.16mm) and others

Magazine capacity: 12 rounds

This is a relatively new model among pistols based on the SIG/Sauer P220. It uses .40 S&W ammunition, giving it high target destruction capability. The slide is made of stainless steel, and the frame is made of a light alloy. It comes in three finishes (all black, all silver, and two-tone black and silver). This model was also adopted by the U.S. military and given the official name M11.

◆G19

Official name: Glock 19
Caliber: 9mm x 19mm

Magazine capacity: 15 rounds

This gun is a new concept, designed with extensive use of plastic. It is a smaller version of Glock's flagship product, the Glock 17. The Glock 17, on which it is based, is a best-selling handgun adopted by nearly 3,000 police forces across the United States, and the plastic parts of early production models are said to have been insensitive to X-ray screening at airports and other locations. While the aforementioned SIG/Sauer products have a generally linear appearance, Glock products generally have a curved form.

◆G22

Official name: Glock 22
Caliber: 40S&W (10.16mm)

Magazine capacity: 15 rounds

This Austrian-made pistol is made mostly of plastic. While the base Glock 17 uses 9mm x 19mm bullets, this model uses the slightly larger .40 S&W bullet. The overall length of the gun is the same as the original Glock 17.

◆G23

Official name: Glock 23
Caliber: 40S&W (10.16mm)

Magazine capacity: 13 rounds

A variation model of the Glock 17. It is a compact version of its sister product, the Glock 22, which has the same caliber.

◆G20

Official name: Glock 20
Caliber: 10mm Auto (10.4mm)

Magazine capacity: 15 rounds

Among the Glock series, this model uses the second largest ammunition after the Glock 21 (caliber: .45 ACP). Although it is somewhat difficult to handle, the power per shot is greatly improved.

◆USP change

Official Name: H&K USP
Caliber: 40S&W (10.16mm) and others

Magazine capacity: 13 rounds

This is a new pistol from H&K (Heckler & Koch) released in 1993. It was the basis for the H&K Mk23 adopted by the United States Special Operations Command, and some of its parts are made of reinforced plastic. The model name USP stands for "Universal Self-Loading Pistol."

◆P8

Official name: P8
Diameter: 9mm × 19mm

Magazine capacity: 15 rounds

This is a 9mm x 19mm handgun, currently the official handgun of the German military. It is based on the new H&K USP pistol, and is not significantly different from the commercially available H&K USP.

◆Mark23

Official name: H&K Mk23 SOCOM pistol Caliber:
45ACP (11.43mm x 23mm) Magazine capacity:
12 rounds

This pistol was created at the request of SOCOM (Special Operations Command), the United States Special Operations Command, specifically for special forces. It features several improvements based on the H&K USP pistol, including the ability to mount a muzzle silencer and a light under the barrel for nighttime illumination. It boasts high basic specifications, including the ability to focus bullets within a 10cm circle at a distance of 50 yards (1 yard = approximately 0.9m) and extremely low levels of trouble even with long-term use. Since SOCOM, which often performs specialized missions, required a pistol with more power than the M9, the standard U.S. military pistol, the .45ACP caliber was adopted, which is larger than the M9's 9mm x 19mm.

◆M1911A1

Official name: M1911A1
Caliber: 45 ACP (11.43mm × 23mm)

Magazine capacity: 7 rounds

This historic handgun served as the standard issue for the U.S. military for many years. It is a minor change to the M1911, which was introduced in 1911, and was used in combat during the Vietnam War. The M1911A1 for the general market was popularly known as the Colt Government, and a reproduction version (M1991A1) was released in 1991.

◆PPK

Official name: Walther PPK
Caliber: 380ACP (9mm x 17mm)

Magazine capacity: 6 rounds

This is a famous gun from Carl Walther, made famous by its appearance in the "007" movie series. It is a compact version of the company's "PP" pistol, and was released in 1931, two years after the PP was introduced. Many PPKs were once issued as part of Nazi Germany's equipment, and after the war it was also used as the official pistol of the German state police. The "PP" in the model name comes from the German phrase "Politzei Pistole" (police pistol), and one theory is that the final "K" stands for "Kurz" (short).

◆AM44

Official name: Automag
Caliber: .44 Magnum (11.2mm)

Magazine capacity: 7 rounds

This large American-made pistol was released in 1971. It is about 30 cm long and uses large-caliber .44 Magnum bullets. A special Automag was made for the lead actor, Clint Eastwood, in the film "Dirty Harry 4."

◆DE50AE2

Official name: IMI Desert Eagle 50AE
Caliber: 50AE

Magazine capacity: 7 rounds

This is a large military handgun manufactured by IMI (Israel Military Industries). It weighs about 2 kg, making it less portable, but its ammunition uses .50 AE (Action Express) bullets, which are more powerful than .44 Magnum rounds, making it one of the most powerful pistols. However, the recoil increases significantly in proportion to its power, requiring considerable physical strength and skill to fire repeatedly. Because it is one of the few semi-automatic pistols capable of using large ammunition, it has frequently appeared in media such as movies, manga, and games.

◆M712

Official name: Mauser M712
Caliber: 9mm x 19mm

Magazine capacity: 20 rounds

This is a classic Mauser gun with full-auto capabilities. It has a unique shape not found in other guns, and its tasteful grip, resembling a broom handle, is nicknamed the "broom handle."

SHOTGUN

shotgun

A firearm that fires shotgun pellets, also used for hunting. Because the small lead pellets are scattered over a wide area, there is no need to aim precisely. Its power at close range is overwhelming.

The dispersion of the shot varies depending on the distance from the firing point as well as the length of the gun barrel.

◆M870

Official name: Remington M870
Caliber: 12 gauge
Magazine capacity: 6 rounds

This Remington riot gun (a shotgun used for riot control) is highly regarded by the FBI and police. The model with a folding stock is called the M870P.

◆M500

Official name: Mossberg M500
Caliber: 12 gauge
Magazine capacity: 6 rounds

This shotgun, manufactured by Mossberg, has a proven track record for police use. Its advanced version, the M590, is also used by the US military.

◆Maverick

Official name: Maverick M88 Bullpup
Caliber: 12 gauge
Magazine capacity: 6 rounds

This gun is a modified version of the Mossberg M500, incorporating additional parts into its body. It was originally called the "Mossberg M500 Bullpup," but the current name was adopted after the distributor changed.

◆M10B

Official name: High Standard M10B
Caliber: 12 gauge
Magazine capacity: 5 rounds

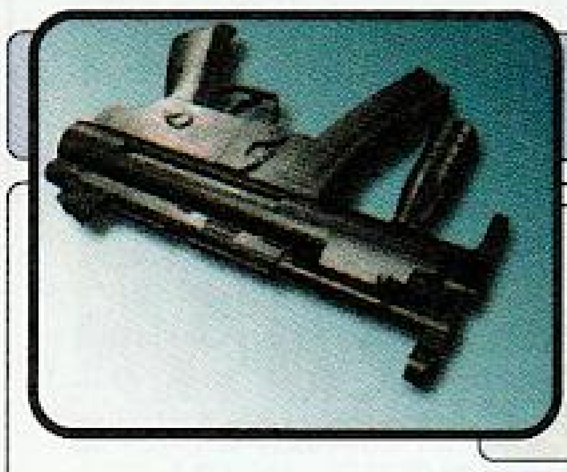
This bullpup-type shotgun is manufactured by the American company High Standard. Its unique design, including a carrying handle secured by the rear sight, is eye-catching. Its short overall length made it easy to handle in tight spaces, and it was only sold to law enforcement out of concern for its potential for criminal misuse. The M10A, the predecessor to the M10B, featured a unique system that aimed the bullet at the target illuminated by a sighting light, but this mechanism was eliminated with the M10B.

◆S12

Official name: Striker 12
Caliber: 12 gauge
Magazine capacity: 12 rounds

This shotgun is produced in South Africa and has an unusual shape. It has a revolver-style magazine in the center of the body that can be rotated manually or automatically, giving it a large magazine capacity for a shotgun.

SHOTGUN



MACHINE GUN

machine gun

A firearm that fires bullets continuously. Because of its high firepower, it is suitable for tasks such as suppressing the enemy in a short time. Strictly speaking, it is a large firearm that uses rifle bullets.

A firearm is called a "machine gun," while a small, rapid-fire weapon that uses pistol ammunition is called a "submachine gun."

◆Full UZ

Official Name: IMI UZI
Caliber: 9mm x 19mm etc.
Magazine capacity: 25 rounds

This famous submachine gun is synonymous with rapid-fire firearms. It is manufactured by IMI, known for the Desert Eagle. Due to its simple structure, it can be easily handled even by soldiers with little training, and its full-automatic rapid-fire capability is fairly stable. There are two models with a smaller body that are more portable: the "Mini UZI" and the "Micro UZI."

◆Micro UZ

Official name: IMI Micro UZI
Caliber: 9mm x 19mm
Magazine capacity: 20 rounds

This ultra-compact submachine gun was created as a variation of the UZI. With a body measuring just 25cm excluding the stock, it is extremely portable. However, the extreme scale down does have some drawbacks, such as a significant amount of vibration when firing in full auto mode.

◆M10

Official name: Ingram M10
Caliber: 9mm x 19mm etc.
Magazine capacity: 30 rounds

Also known as the MAC10, this American-made submachine gun has a simple appearance, as many of its parts are manufactured using presswork (a method of pressing steel plates into shapes). Its rapid fire rate provides ample firepower, but its ease of use leaves some doubts.

◆M11

Official name: Ingram M11
Caliber: 380ACP (9mm x 17mm)
Magazine capacity: 30 rounds

A variation of the Ingram, this model uses a slightly smaller cartridge. Its structure is nearly identical to the M10, but its size is slightly smaller. Both the Ingram M10 and M11 have been used in various countries since the 1970s, but they have now fallen into disuse due to the emergence of the more powerful submachine gun, the H&K MP5.

MACHINE GUN

◆MP5K

Official Name: H&K MP5K
Diameter: 9mm × 19mm
Magazine capacity: 30 rounds

This model, part of H&K's MP5 series, was introduced in 1976. It's a streamlined, compact version of the basic MP5 submachine gun, and is primarily used by special forces. The "K" at the end of the name stands for "Kurz," which means short in German. Other variations include the MP5KA1 (model without rear sight), MP5KA4 (with three-round burst capability), and MP5KA5 (without rear sight and with three-round burst capability).

◆MP5PDW

Official Name: H&K MP5PDW
Diameter: 9mm × 19mm
Magazine capacity: 30 rounds

A variation of the MP5 series developed for tank and helicopter crews. It is a model equipped with a silencer and a folding stock on the basic MP5 body, and was designed as a firearm for personal defense. The PDW name is an acronym for "Personal Defense Weapon."

◆MP5A5

Official Name: H&K MP5A5
Diameter: 9mm × 19mm
Magazine capacity: 30 rounds

This is an MP5 series submachine gun equipped with a retractable metal stock. The addition of a three-round burst function to the previous model, the MP5A3, released in 1970, allows for more situational firing, such as minimizing damage to the surrounding area. H&K's MP5 series has earned high praise from law enforcement, and the New York City Police Department's Emergency Service Unit (ESU) has adopted the MP5A5 as its standard weapon.

◆MP5SD6

Official Name: H&K MP5SD6
Diameter: 9mm × 19mm
Magazine capacity: 30 rounds

This is a part of the MP5 series, which is considered the best in the world. It features a silencer attached to the muzzle, minimizing the sound of firing. The highly silent "SD" series was released in 1975 in three models (SD1 without a stock, SD2 with a plastic stock, and SD3 with a retractable metal stock), and was later expanded in 1989 to include the SD4, SD5, and SD6. The main differences between the old and new models are the shape of the grip and whether or not they have a three-round burst function.

◆PPSh41

Official name: PPSh41
Caliber: 7.62mm x 39mm Capacity:
35 rounds

This is a representative Soviet submachine gun used in World War II. It is also called the balalaika submachine gun because the way it was hung around the neck on a leather thong reminded people of playing the Russian stringed instrument, the balalaika.

◆P90

Official Name: FN P90
Caliber: 5.7mm x 28mm Capacity:
50 rounds

This small rapid-fire weapon was manufactured by the Belgian company FN (Fabrique Nationale). Its unusual concept of using rifle bullets for ammunition, despite its submachine gun-like form, is eye-catching. During the 1996 hostage crisis at the Japanese ambassador's residence in Peru, military special forces used this firearm to carry out a raid.

RIFLE

rifle

A firearm designed for long-range combat, equipped with a long barrel and stock. It uses a large amount of gunpowder and sharp rifle bullets, giving it excellent target penetration capabilities. Broadly speaking, they can be classified into assault rifles, which have a high rate of fire, and sniper rifles, which emphasize accuracy.

◆M16A1

Official name: M16A1
Diameter: 5.56mm × 45mm
Magazine capacity: 30 rounds

The M16 series rifle is the main weapon of the U.S. military. It is an evolution of the AR15 (ArmaLite Rifle Type 15), adopted by the U.S. Air Force in 1961, and has undergone various changes, from the AR15 to the M16 and M16A1. The M16 rifle deployed in the Vietnam War was initially considered defective due to malfunctions, but the improved version, the M16A1, was subsequently completed and became a world-renowned gun.

◆M16A2

Official name: M16A2
Caliber: 5.56mm x 45mm Capacity:
30 rounds

This model was further developed based on the M16A1, which was perfected based on lessons learned during the Vietnam War. A more durable barrel allowed for the use of more powerful ammunition, dramatically increasing the maximum range from 450m (M16A1) to 800m (M16A2). Instead of a fully automatic firing mechanism, a three-round burst function was incorporated, which fired three rounds at a time, minimizing wasted bullets caused by holding the trigger. The M16A2 rifle was also used in the Gulf War, and a new model, the M16A3, is now available, equipped with a Starlight Scope (amplified light night vision scope).

◆XM177E2

Official Name: XM177E2
Caliber: 5.56mm × 45mm
Magazine capacity: 30 rounds

This is a short-sized version of the M16 rifle designed for signal soldiers and special forces. It is about 20 cm shorter than the M16 series and has an extendable stock. The name XM comes from "experimental model," and is distinguished by barrel size: E1 (10 inches) and E2 (11 inches).

◆G3A3

Official Name: H&K G3A3
Caliber: 7.62mm x 51mm Capacity:
20 rounds

This assault rifle was developed by H&K based on the CETME rifle made by the Spanish CETME (Special Equipment Technical Research Center). The product name was taken from the test name "G3 (Gewehr3, meaning rifle type 3)" given when it participated in the German military's official trials in the 1950s. The "A3" was a model with a fixed stock, while models equipped with an extendable stock were called the "A4."

RIFLE

◆PSG-1

Official Name: H&K PSG-1
Diameter: 7.62mm × 51mm
Magazine capacity: 20 rounds

This is an expensive, high-performance sniper rifle based on the company's assault rifle "G3." To improve accuracy, the barrel features a heavy hexagonal cross-section, allowing for sniping at distances of approximately 600 meters. The model name, PSG, is an acronym for "Prazisions Schutzen Gewehr," which means "high-precision sniper rifle" in German.

◆SG550

Official Name: SIG SG550
Diameter: 5.56mm × 45mm
Magazine capacity: 30 rounds

This is a high-precision assault rifle that is the official weapon of the Swiss Army. The stock is made of special rubber, which reduces the impact on the shoulder when firing. It comes pre-installed with the parts necessary to attach a grenade launcher, and also comes with a bipod as standard to stabilize the firing position.

◆64 Shiki

Official name: Type 64 rifle
Diameter: 7.62mm × 51mm
Magazine capacity: 20 rounds

The assault rifle manufactured by Howa Industries is a core armament of the Self-Defense Forces. Prototype production began in 1958, and it became the official weapon of the Self-Defense Forces in 1964. Due to its unique structure, disassembly and reassembly during maintenance requires skill, but it has a high level of accuracy.

◆SAR

Official name: IMI Galil SAR
Caliber: 5.56mm x 45mm, etc.
Magazine capacity: 35 rounds

This assault rifle was manufactured by the Israeli company IMI in cooperation with the Finnish company Valme. It is a shortened version of the long-barreled Galil AR, and is the official military rifle in South Africa, designated the "R5." Some of the early Galil rifles issued to the Israeli military were engraved in Hebrew.

◆AK47

Official name: AK47
Diameter: 7.62mm × 39mm
Magazine capacity: 30 rounds

This Soviet masterpiece rifle has spawned siblings and copies all over the world. It's estimated that there are between 50 and 70 million of these rifles in circulation worldwide, including imitations. The name AK-47 comes from the Avtomat Kalashnikov-47 (a 1947 assault rifle designed by Kalashnikov), and there are also advanced models such as the AKM and AK-74.

◆FA-MAS

Official Name: FA-MAS
Diameter: 5.56mm × 45mm
Magazine capacity: 25 rounds

This rifle, nicknamed "the Trumpet" by French soldiers, has a unique shape. Its unique shape is due to its bullpup design (a design in which the mechanism related to firing the bullet is housed inside the stock), and it is completed with a shorter overall length than rifles of the same barrel size. There are also models with a larger trigger guard for cold climates, so that the trigger can be pulled even with gloves on.

RIFLE

GRENADE LAUNCHER

grenade launcher

It is a small, portable version of a mortar, a rear support weapon on the battlefield. It fires grenades (ammunition that exerts its power depending on the impact). It deals damage to enemies over a wide area. With a wide range of ammunition available (explosive, tear gas, flash bang, etc.), it is highly versatile in mid-range combat.

◆M203

Official name: M203 Grenade Launcher
Diameter: 40mm
Magazine capacity: 1round

This is an attachment-type grenade launcher that can be attached to an M16 rifle. It fires 40mm grenades from a launcher attached to the bottom of the rifle's barrel. It can be carried with the rifle and has a simple structure, making it ideal for strengthening infantry weapons. The technique of adding a small grenade launcher to a rifle can also be seen on rifles other than the M16, and rifles such as the SIG SG550 and FA-MAS can also be equipped with their own dedicated grenade launchers.

◆M79

Official name: M79 Grenade Launcher
Caliber: 40mm
Magazine capacity: 1round

This break-action grenade launcher was adopted as standard by the U.S. military in 1960. It fires 40mm grenades, which have the effects of shrapnel and tear gas, on a parabolic trajectory. The rear sight is upright and enlarged to allow the arcing grenades to hit the target accurately, and the barrel is rifled (spiral grooves) to stabilize the trajectory. Produced in the U.S. by Colt, and overseas by a Korean firearms manufacturer, over 350,000 units were manufactured between 1961 and 1971.

◆HK40

Official name: 40mm HK Grenade Pistol
Caliber: 40mm
Magazine capacity: 1round

This grenade launcher is manufactured by H&K and features an extendable metal stock and a pistol-style grip. As the name "pistol" suggests, it is small and easy to carry, measuring less than 50cm in length when the stock is retracted. It can be used with H&K grenades as well as US military 40mm grenades (used in the M203 and M79).

GRENADE LAUNCHER

ROCKET LAUNCHER

rocket launcher

A large, cylindrical weapon that fires rockets (ammunition with autonomous propulsion). It is primarily used as an anti-tank infantry weapon and boasts high target penetration capabilities.

弾頭

HEAT rounds, which use a shaped charge, emit high heat upon impact and burn through armor, making them capable of achieving sufficient destructive effect even when fired at a low speed.

◆AT4

Official Name: FFV AT4
Diameter: 84mm
Magazine capacity: 1round

This is a disposable anti-tank weapon developed by the Swedish company FFV. It was deployed to the US military as a successor to the M72 rocket launcher and became standard in 1985. It fires HEAT rounds from a 1m long tube, penetrating up to 45cm of tank armor. It weighs about 6.7kg including ammunition (of which the ammunition weighs about 3kg), so a single soldier can carry multiple units. Its effective range is approximately 300m.

◆LAW80

Official Name: LAW80
Diameter: 94mm
Magazine capacity: 1 round

A disposable rocket weapon developed for the British Army. It weighs about 4 kg and has an effective range of approximately 500 m. It uses an anti-tank high-explosive warhead and can penetrate up to 60 cm of tank armor. LAW (Light Antitank Weapon) is a term used to classify anti-tank weapons, while more powerful anti-tank weapons are called MAW (Medium Antitank Weapon) and HAW (Heavy Antitank Weapon).

ROCKET LAUNCHER

THE OTHERS

Rare Trading Card Firearms

Although they cannot be used as weapons in the game, the names of firearms appear on the rare trading cards Wayne collects. Perhaps because of their popularity, these firearms are a rather classic lineup, so let's introduce them in the order of the card collection.

◆P38

Official name: Walther P38
Type: Handgun
Diameter: 9mm × 19mm
Magazine capacity: 8 rounds

This famous gun from Carl Walther was adopted as the standard issue rifle for the German army in 1938. It was also used by Nazi Germany, and some models produced during the war had coded engravings on the slide to conceal the manufacturer. In Japan, it is also known as the gun used by Lupin III, a popular character from the anime and comics.

◆B Hawk

Official name: Ruger Blackhawk
Type: Handgun
Caliber: 357 Magnum and others
Magazine capacity: 6 rounds

This Sturm Ruger revolver can fire large-caliber ammunition. True to its name, the Blackhawk has a sleek black exterior and operates with a single-action mechanism (the hammer and trigger are cocked independently). There's also the Super Blackhawk, a model that can accommodate a longer barrel, and the Super Redhawk, a stainless steel model.

◆Kasur

Official name: Freedom Arms Casull
Type: Handgun
Caliber: 454 Casull
Magazine capacity: 5 rounds

This American-made revolver is made of stainless steel. It uses .454 Casull ammunition, which is more powerful than .44 Magnum ammunition, and produces tremendous destructive power. Due to the large size of the ammunition and the need to maintain the strength of the cylinder (the rotating cylindrical part), the magazine only holds up to five rounds.

◆PPKS

Official name: Walther PPK/S
Type: Handgun
Caliber: 380 ACP (9mm × 17mm)
Magazine capacity: 7 rounds

This is a modified version of Walther's signature PPK pistol. It features a PPK slide mounted on a Walther PP frame, making it slightly larger than the PPK. This was due to the Kennedy Act, which made it difficult to export compact pistols to the United States after the assassination of President Kennedy. To meet the restrictions, the PPK was enlarged to create the PPK/S.

◆M1

Official name: M1 Carbine
Type: Rifle
Caliber: 30 carbine (7.62mm x 33mm)
Magazine capacity: 15 rounds

This small rifle was adopted as standard by the U.S. military in 1941. Due to its light weight and ease of use, it was primarily used as self-defense equipment for officers. The M1 Carbine, with its excellent design concept, had been produced in over 6 million units by the end of the war in 1945, leading to successors such as the M2 (with full-auto functionality) and M3 (capable of being fitted with an infrared scope). The term "carbine" originally referred to a cavalry rifle designed for easy use on horseback, but today lightweight, compact rifles like the M1 Carbine are referred to as "carbine-type" guns.

◆MK5

THE OTHERS

THE OTHERS

Official name: Sten MKV
Type: Submachine gun
Caliber:9mm

This submachine gun was adopted as standard by the British Army in 1944. It is the fifth model in the Sten series and is characterized by its wooden stock. Submachine guns in this series were produced in variations from Mk I to Mk VI, with the Mk II and Mk VI models, which were particularly well-received for their noise-suppressing properties, receiving high praise. The series name Sten (STEN) was derived from the initials of the two developers, Shepherd and Trupin, and the first two letters of Enfield Arsenal.

◆MP44

Official name: MP44
Type: Rifle
Diameter: 7.92mm
Magazine capacity: 30 rounds

This German-made assault rifle is said to have had a major influence on the Soviet Union's famous AK-47. It evolved from the Mkb42 rifle, production of which was discontinued due to concerns about disruption to the production line, and was developed by adding several improvements to its predecessor, the MP43. It was renamed the Stg44 in 1944 and adopted by the German military, but the war ended shortly thereafter, so it never saw much use on the battlefield.

◆BAR

Official name: Browning M1918 Automatic Rifle
Type: Rifle
Diameter: 7.62mm
Magazine capacity: 20 rounds

This masterpiece American light machine gun appeared in World War I. Its nickname "BAR" is an abbreviation of the Browning Automatic Rifle. Its unique feature is its ability to move with infantry while possessing firepower close to that of a machine gun, and it established the category of squad support weapon (a support firearm deployed in several positions for a team of around 10 people).

◆MG42

Official name: MG42
Type: Machine gun
Diameter: 7.92mm

This German-made machine gun boasted the highest level of performance in the 1940s. When mounted on a tripod, its appearance is heavy and exudes the dignity of a famous machine gun. Although this model is based on the MG34 machine gun that appeared in the 1930s, the basic mechanism is extremely well-developed, with its structure being applied to the MG3, currently used by the German military.

◆M29

Official Name: S&W M29
Type: Handgun
Caliber: 44 Magnum and others
Magazine capacity: 6 rounds

This steel revolver was released by Smith & Wesson (S&W) in 1956. It became an instant hit when it appeared in the film "Dirty Harry" chambered for .44 Magnum ammunition. The M29 Classic is a model with a different barrel design, and the stainless steel M29 is called the M629, with a "6" added to the beginning of the model name.

◆38 Shiki

Official name: Type 38 infantry rifle
Type: Rifle
Diameter: 6.5mm
Magazine capacity: 5 rounds

This famous rifle was born during the process of modernizing Japanese firearms. Variations such as smaller models were produced based on this gun. However, the structure was still incomplete, and the lack of uniformity in parts standards made repairs and adjustments particularly difficult.

◆3 Shiki

Official name: 3rd year machine gun
Type: Machine gun
Diameter: 6.5mm
Magazine capacity: 30 rounds

This machine gun was designed by Lieutenant General Nambu, who also designed the Japanese police pistol "New Nambu." It was named the Type 3 machine gun because it was officially adopted by the Japanese military in 1914. Prior to the appearance of this gun, Japan imported and modified foreign-made machine guns for use in military equipment, so the Type 3 machine gun is considered the first purely domestically produced machine gun.

◆Eagle

Official name: Colt Double Eagle
Type: Handgun
Caliber: 45ACP (11.43mm x 23mm) and others
Magazine capacity: 8 rounds

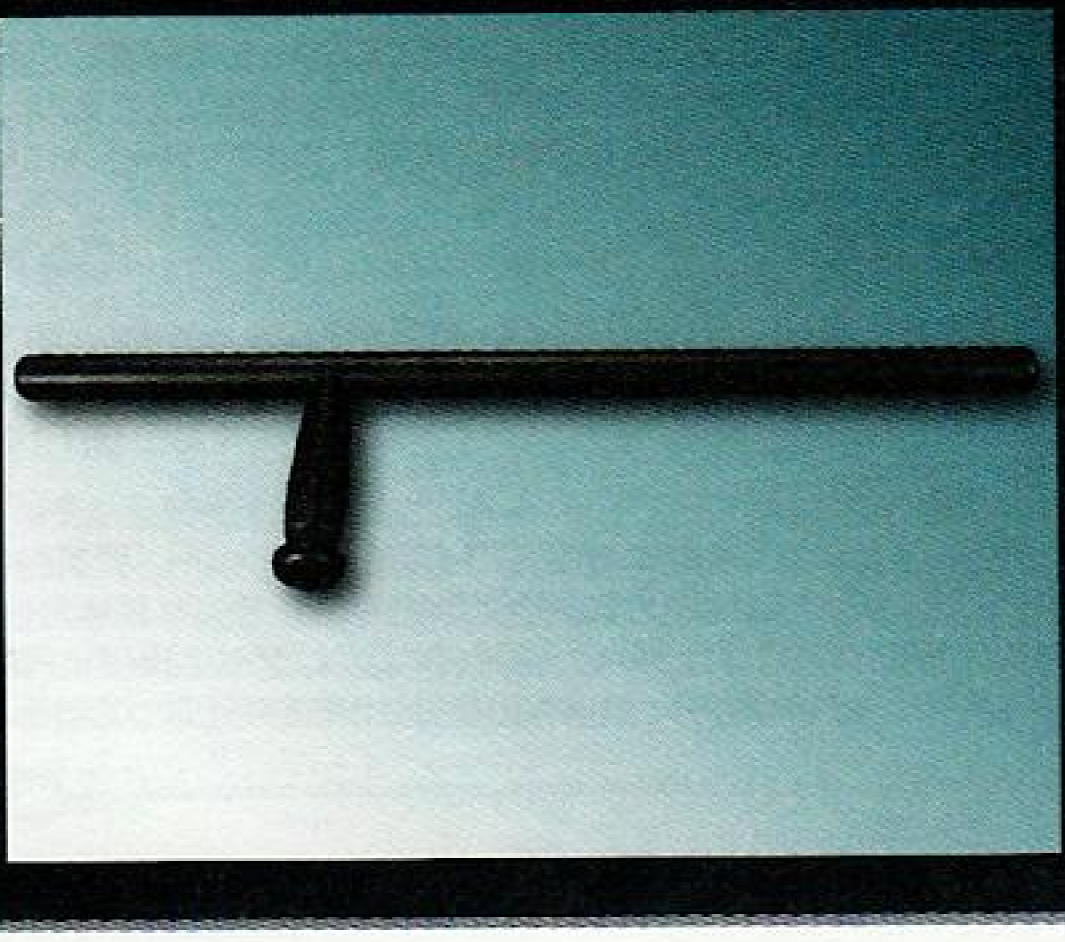
This is a new Colt pistol released in 1990. It is based on the company's best-selling Government (M1911A1) model and is made of stainless steel. The side of the slide is engraved with a picture of two eagles, symbolizing the model name.

THE OTHERS

COLUMN

About CLUB

In addition to firearms, the game also features a weapon called a "club." This weapon allows for direct attacks without consuming ammunition, and acts as insurance in case a firearm runs out of ammunition. A club is a U-shaped club, also known as a tonfa, and is characterized by the fact that it can be swung downwards to deliver a blow using centrifugal force. Some police agencies overseas have incorporated this as standard equipment.



<Terminology (in alphabetical order)>

9mm x 19mm bullets

This is the most popular handgun cartridge. Originally developed for the Luger P08 pistol, it is now widely used in other manufacturers' pistols as well. Also known as "Parabellum," its name comes from the Latin proverb "Si vis pacem parabellum" ("If you want peace, prepare for war").

grip

The grip part of a firearm.

gauge

A unit used to express the caliber of a shotgun. The larger the number, the smaller the diameter. A 12 gauge is approximately 18 mm in diameter.

Caliber (diameter x cartridge length)

The diameter of the bullet fired by a firearm. It can be measured in millimeters or inches; in the case of a .44 Magnum, this means the bullet diameter is 0.44 inches (=11.2 mm). Because there are different types of ammunition of the same caliber, the length of the cartridge (metal case) is often listed after the diameter.

site

A part used to set a target. Sight. Usually, a pair of convex (front) and concave (rear) sights are used, and by overlapping these, the aim is narrowed.

silencer

A device that diffuses combustion gases generated during firing to silence them.

stock

A part that is placed on the shoulder to stabilize the shooting posture. It is often equipped on long firearms.

slide

A large part located at the top of a handgun. It moves back and forth along the grooves in the frame, performing the series of actions involved in firing a bullet (loading → firing → ejecting).

Standard

The adoption of a firearm as military or police equipment.

Number of bullets

The number of rounds that can be loaded into a magazine. Some firearms (such as semi-automatic pistols) can have an extra round in their magazine by pre-loading a round into the chamber.

chamber

The part of a firearm that holds the ammunition just before it is fired.

trigger

Trigger. Pulling this part with your finger fires the bullet.

trigger guard

A frame attached around the trigger to prevent accidents such as accidentally pulling the trigger.

burst

It is a term that is almost synonymous with full auto, but when used with a number, such as "3-round burst," it indicates how many bullets are fired with each pull of the trigger (a 3-round burst means three bullets are fired in rapid succession). In games, "burst" is used to mean "scattered shots" with a wide hit range, but real shotguns do not have a burst function in the original sense.

barrel

Barrel: The cylindrical part through which the bullet is fired.

pistol

A word synonymous with handgun or pistol. They are broadly classified as "semi-automatic pistols" and "revolvers," but most of the weapons that appear in this game are semi-automatic pistols.

full automatic

A system in which bullets are fired continuously when the trigger is held down. Abbreviated as fully automatic. On the other hand, a system in which one bullet is fired with each pull of the trigger and the shell is automatically ejected and reloaded is called semi-automatic.

bullpup

A form of firearm construction in which the bullet firing mechanism, which is usually housed in the center of the body, is moved to the rear of the firearm inside the stock, allowing for compactness without sacrificing power or range.

frame

The part that corresponds to the framework of a firearm.

magazine

A place where ammunition is stored before firing. Also called a "magazine."

.40 S&W bullets

This .40 caliber (10.16mm diameter) bullet was developed by Smith & Wesson (S&W), a major American firearms manufacturer. While it is slightly less user-friendly and widely available than the Parabellum bullet, its lethality is noteworthy.

life ring

A spiral groove carved into the inside of the barrel. It gives the projectile a screw rotation, stabilizing its trajectory (the bullet's trajectory).

revolver

A general term for a handgun with a revolving magazine.

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For NMC

BASIC TACTICS

The battle with NMC (Neo-Mitochondrial Creatures) takes place in a closed space, with "Aya alone" versus "one or more NMCs." Under these limited conditions, how can you avoid enemy attacks and land your own attacks? Let's start by explaining the basics of tactics.

to avoid enemy attacks

When you receive an enemy attack, not only will your remaining HP decrease and status changes occur, but the amount of bonus points you can earn will also decrease. If you're having trouble avoiding enemy attacks, try paying attention to the following points.

① Know how to avoid it

There are ways to avoid most enemy attacks (→P.91~).

② Be careful of enemies that don't attack for a while

Enemies that haven't attacked in a while are likely to attack soon, so be careful and prepare to avoid them in advance.

3. Prioritize evasion even when Aya can attack.

When you anticipate an enemy attack, first think about dodging. You can then attack after the dodge.

④Seal off the enemy's attack itself

For example, attacks that Aya can only use when she is nearby can be blocked by moving away from the enemy.

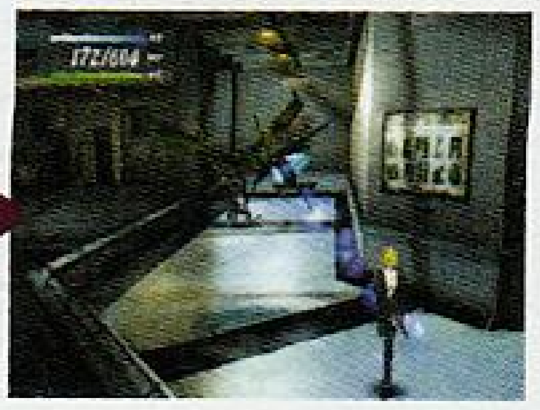
⑤ Move away from the edge of the screen

Many attacks can be dodged by moving away from the enemy (by running backwards). Avoid situations where your back is to the edge of the screen, as this evasion method will be unavailable.

493/671
AT
HP
PE

◆There are some attacks that cannot be avoided without special methods (→P. 156).

◆Try not to miss any of the actions the enemy takes before attacking.



◆At the very least, you want to avoid attacks that you can avoid even after seeing the attack's movements.

The corners of the screen are a danger zone

If your back is to the edge of the screen, you lose the option of fleeing backwards. Furthermore, if you're facing the corner of the screen (such as a room corner), your movement direction is significantly restricted, making it even more difficult to avoid attacks. Furthermore, if you get close to an enemy in that state, you'll not only take intermittent contact damage, but you'll also be unable to move. Try to stay away from the corner of the screen as much as possible, and be careful not to run to the corner when avoiding enemy attacks.

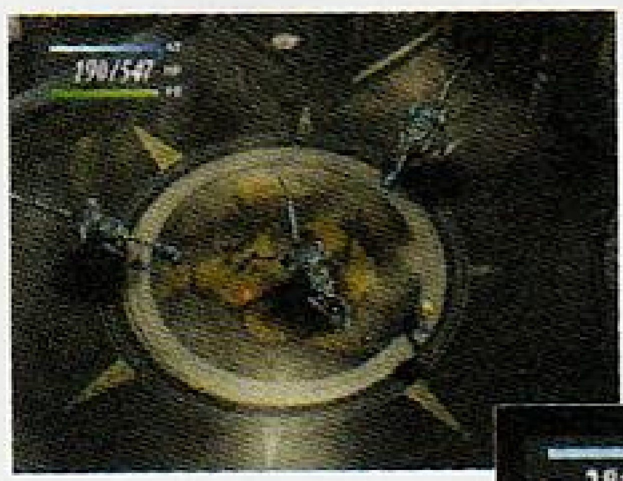
170/320
AT
HP
PE

◆When this happens, you will not only be unable to move, but you will also receive intermittent contact damage.

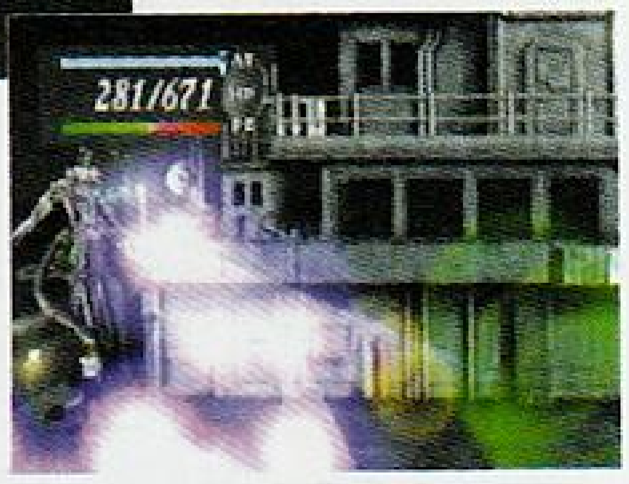
Typical examples of how to avoid attacks

forward and backward movement

This method of avoiding attacks involves moving forward and backward, and is effective against attacks where you get close and swing your claws or other weapons. First, move away from the edge of the screen before the enemy's attack comes. When the enemy approaches, lure them in and then run backwards (putting some distance between you and the enemy) to avoid the attack. Also, most attacks that shoot beams or other weapons from a high position cannot reach the enemy's feet, so for these attacks, moving forward boldly and getting close to the enemy is an effective way to avoid them.



The timing of your escape should not be too late or too early. It takes some getting used to.

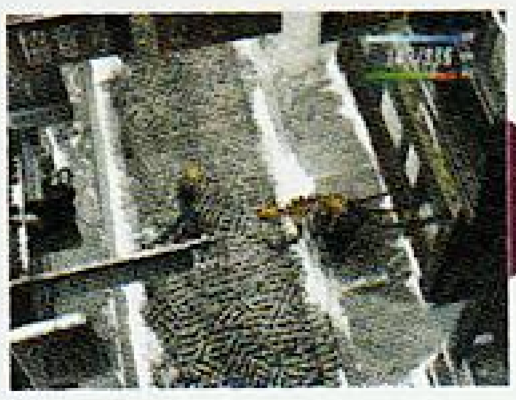


->There are some attacks that can be avoided by approaching rather than running away.

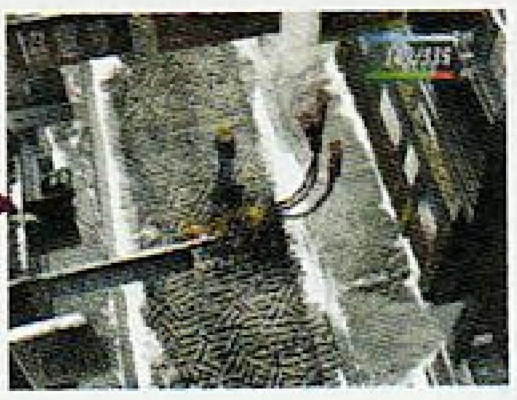
Left and right movement (sideways movement)

This is a method of avoiding attacks by moving to the side of the enemy, rather than to the side (flank) of the enemy. Prepare evasive space on either side of Aya in advance, and move straight to the left or right the moment the enemy attack comes. This is effective against attacks that come at you in a straight line.

Whether you should move left or right depends on the enemy's attacking movement. For example, you can avoid a beam that is fired straight in either direction. Attacks that use the right hand or right foot are usually best avoided by moving toward the enemy's left hand, but for attacks that involve swinging the right hand or right foot sideways, it may be easier to avoid by moving toward the enemy's right hand.



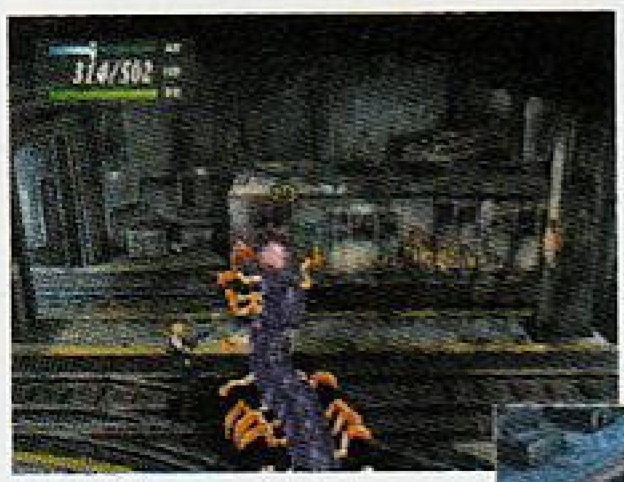
◆When attacking with the right hand or right foot swung sideways, it seems like you should just move to the enemy's left side.



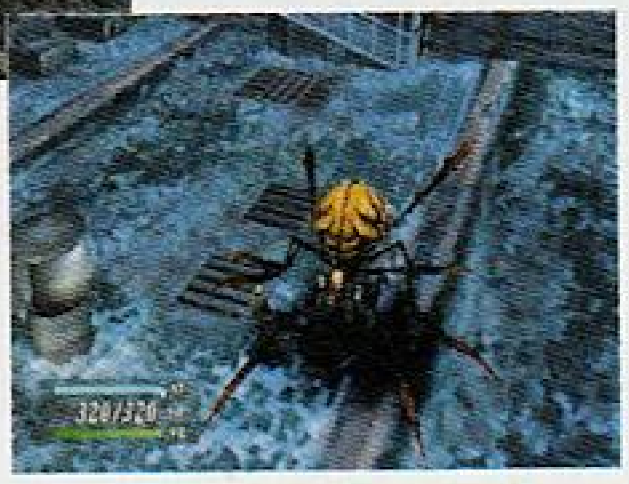
◆However, there are some attacks that can be avoided by running to the enemy's right.

Circular movement (going around)

The movement is similar to moving left and right, but this is a way to avoid attacks by going around to the side of the enemy. It is mainly effective against attacks that are difficult to avoid if you are in front of the enemy, or beams that change angle towards Aya after being fired. Also, if you go around to the side of the enemy beforehand, you may be able to avoid attacks that would normally be avoided by moving forward, backward, or sideways. This is effective against enemies that move slower than Aya, or enemies that do not have attacks that can reach the sides of Aya.



◆Another advantage of circular movement is that you can attack from close range after dodging.

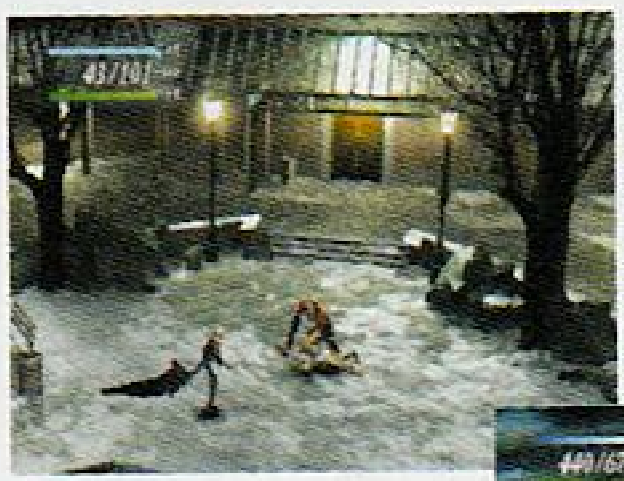


◆As an aside, there is also a rare phenomenon where enemies will continue to rotate due to Aya's circular movement.

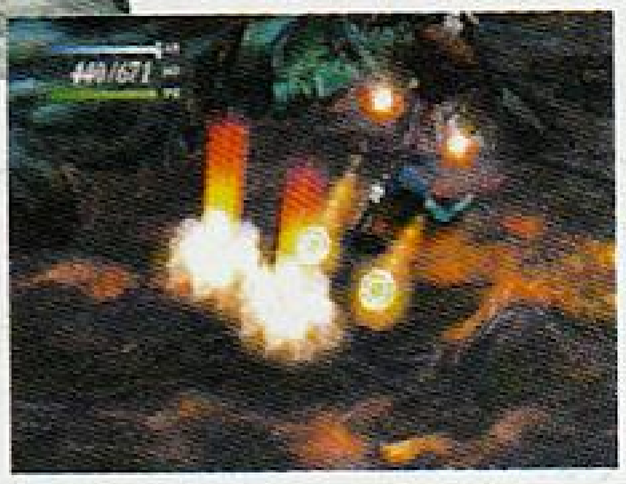
Zigzag movement

This evasion method, in which you move diagonally forward left, then diagonally forward right, etc. towards the enemy, is effective against attacks that come in an elliptical trajectory, such as MONKEY's "arm throw." If the enemy attack comes from the front right, first move diagonally forward left (or diagonally forward right if it comes from the front left), then immediately change direction of movement to cut inside the elliptical trajectory.

This evasion method is also effective against bullets and beams that are aimed at Aya's left and right.



◆The purpose of this evasion technique is to move forward while avoiding attacks and attack the enemy from close range.



⇒When fighting these types of attacks, move forward while changing your movement method to match the angle of the attack.

To carry out a safe attack

basics for playing.
This can be said to be the

The gaps in your attack are surprisingly large. Firing a single bullet (or swinging a single club-type weapon) takes about 0.5 seconds from start to finish with a machine gun, about 0.9 seconds with a handgun, and roughly 1.5-2 seconds with other weapons (→P.29). Figuring out how to avoid letting the enemy take advantage of these gaps is an important issue.

The best chance to attack is when you have dodged an enemy attack and there is no longer any risk of Aya taking damage. However, if multiple enemies are likely to attack one after the other, you should limit the number of shots you fire after dodging or forgo the attack at that point so that you can immediately transition to dodging. Also, against enemies such as Eve, who do not cause a damage pause (see the column below), and Scorpion, which uses "Stab" as a counter attack when damaged, try to attack from the side of the enemy as much as possible. This is because if you attack from the front, you may not be able to avoid the attacks that the enemy launches during or after Aya's attack.

Don't forget to check the number of bullets remaining in your weapon. To avoid having to load bullets during battle (which leaves you vulnerable), be sure to replenish your weapon with bullets after each battle. If, during battle, the number of bullets remaining in your weapon falls below the number you can fire at once, input only the number of remaining bullets and skip the rest with the square button (→P.292).

BULLETS 387
TARGET 1
210/210

◆SCORPION's "Stab" attack is difficult to avoid if you're in front of the enemy. Try attacking from the side.

◆When you use "Rebalance," enemy attacks will not hit you for a moment immediately after the attack ends.

About damage pose

When Aya and NMC receive damage, they will stagger (taking a damage pose) and become temporarily unable to move. Even if you equip powerful armor and reduce the damage Aya receives to zero, this action cannot be prevented. Incidentally, if damage is received during an attack, the attack will be temporarily suspended until the damage pose ends.

As an exception, enemies with specific background music, such as Alligator 1 and Eve, do not trigger a damage pause when attacked. Additionally, when hit by certain attacks, such as Scorpion's "Poison Fog" or T-Rex's "Flaming Throw," Aya's damage may be reduced to zero regardless of her defense or PE defense, and in this case, Aya will not trigger a damage pause. This phenomenon can also be seen when a specific attack is completely nullified with a "Barrier" (reducing damage to zero without reducing the PE bar).

The damage pause lasts for about 0.7 seconds (20/30 seconds), but you cannot move for another 0.1 seconds (2/30 seconds). This is the same for both Aya and NMC.

◆If you attack with a weapon that has a delay of 23/30 seconds or more after attacking, the enemy will be able to move first.

⬆ If an enemy attack comes immediately after, there is a chance that you will not be able to avoid it and will be hit.

⬅ Certain enemies have damage potions.
No error occurs during an attack.
requires careful attention.

Differences in tactics depending on weapon type

There are seven types of weapons, each with differences in ① the balance of numerical values (base values) such as hit range, ② the speed at which the AT bar accumulates, ③ the time it takes to perform an attack, ④ the tendency for additional effects that come with the weapon from the start, and ⑤ the type of ammunition used (excluding club types). The type of weapon equipped by Aya has such a large impact that it can even change tactics. Here, we will explain how and in what places each type of weapon is effective. Please note that the explanation is based on the weapon's unaltered performance (no tuning, etc.).

club type

Although it has the advantage of filling up the AT bar easily, it requires skill in predicting the enemy's movements and avoiding their attacks at close range. The main times to use it are when you want to save bullets or steal items.

⬇ Attacks are input as if swinging a club towards the enemy's direction.

hand gun type

The hit distance is a little low, so you need to get as close as possible to the enemy when attacking. However, aside from that, the speed of the attack, second only to the machine gun, allows for a hit-and-run tactic: "Avoid the enemy's attacks while hitting them, then quickly run away." Because it's easy to use, it's effective throughout the game, but it can be a bit difficult to hit enemies that move away from Aya, as it's difficult to hit them within the weapon's effective range.

shotgun type

The additional effect of "Burst" is powerful, and it really shines in battles with multiple enemies or enemies with multiple targets. The speed from aiming to firing is comparable to that of a handgun type, but the action after that is slow.

⬇ When multiple enemies are crowded together, don't miss an opportunity to attack them.

machine gun type

With the exception of the MP5K, the additional effects of each weapon mean that you can only attack enemies blindly. However, if you remove those effects, you can take advantage of the speed of the attack to perform hit-and-run tactics.

⬇ Although the hit distance is low, the speed of the attack is outstanding.

rifle type

Its high hit range makes it ideal for sniping enemies from long distances. Its biggest drawback is that the action from aiming to firing is slower than any other type of weapon. As a result, you'll need to concentrate on avoiding enemy attacks until you have a safe chance to attack. Central Park, where many battles take place in wide open spaces, and the police station, where you can make use of the "concealment" (→P.90) skill, make it easy to take advantage of the rifle's characteristics in battle.

Grenade launcher type

Normally, you'll want to run away to create distance between you and the enemy, and then once your AT bar is full, get in close and attack. It comes with additional effects that give special effects to your bullets, such as "Heat" and "Tranquil," so use them on enemies that are susceptible to them. However, because its attack movements are generally slow, it's easy to be hit by enemy attacks while in motion. Especially when fighting Scorpion, it's easy to fall prey to the Stab attack that comes as a counter attack.

rocket launcher type

Hitting an attack also deals damage to surrounding enemies, so it's effective to use it in the same way as a shotgun. However, since the AT bar buildup speed is extremely slow while equipped, if you take too many enemy attacks, you'll be busy recovering HP and healing status changes. Another drawback is that there are only a handful of rockets available for this weapon in the game, so it's easy to run out of ammo. The best time to use it is against Eve's fourth form.

How to deal with multiple enemies

When encountering multiple enemies, if you focus on dodging each enemy's attacks, you will rarely get a chance to attack. To overcome this situation, it is important to make sure you defeat enemies while you have the few chances you have. As the number of enemies decreases, the number of situations where you need to dodge attacks will also decrease, giving you more time to act.

The most effective way to reduce the number of enemies is to use a weapon that has the additional effect of "Burst." If you aim and attack where enemies are concentrated, you will be able to defeat multiple enemies at once.

If you don't have a weapon with the additional effect of "Burst," focus your attacks on one enemy and take them down one by one. Which enemy to take down first (or leave for later) can be determined based on the danger level of the enemy's attacks, as well as their abilities such as HP and defense, as shown in the right column. If multiple NMCs of the same type appear, it's best to prioritize taking down enemies that are alone (strayed from the group) or in places where you can secure ample space to evade.

Enemies you want to defeat first

- Enemies that use attacks that are difficult to avoid

  DOGMAN、RATMAN、CAT、TROODON
- ▶ Enemies whose movements are difficult to predict and are a nuisance

  CHAMELEON
- Enemies with low HP that can be defeated quickly

  CROW, POISON-SNAKE (If you want to restore Aya's HP and PE bars, you can leave CROW and POISON-SNAKE for later)

An enemy you can leave for later

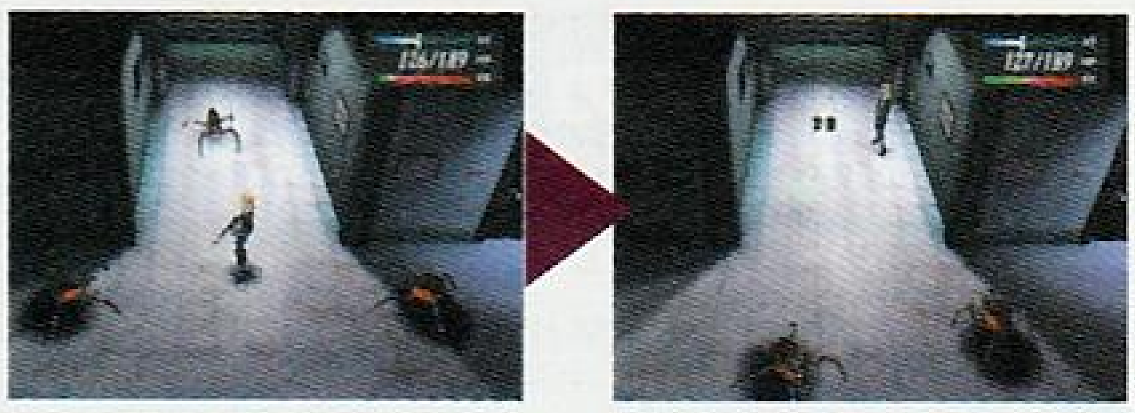
- Enemies that only use attacks that are easy to avoid

  CROW、BACTERIUM、FLYMAN
- An enemy that can be kept at a distance relatively easily

  POISON-SNAKE、MOLE
- Enemies that take a long time to defeat

  BEAR、ARMADILLO、SCORPION
- Enemies put to sleep or confused by Aya's attacks

← If there are many enemies, try to defeat the enemies with the lowest HP first.

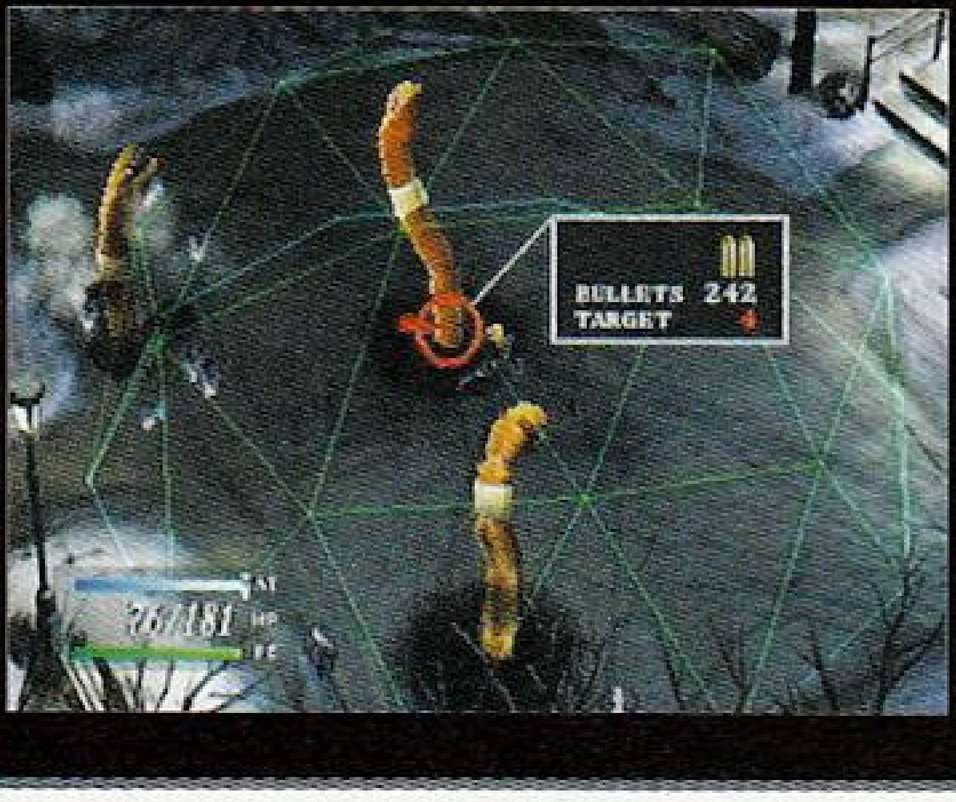


◆When surrounded by the same type of NMC, first look for an escape space.

◆Escape to an evasive space and prioritize defeating enemies nearby.

Don't miss the target number

When selecting a target to attack, the word "TARGET" will appear on the screen along with the number of remaining bullets. The number to the right of this is the target number, and a different number is assigned to each enemy (or enemy part) on the battle screen. This number is useful for identifying enemies. For example, even if NMCs that look the same as the enemy you are targeting are gathered in one place, you can still find the target enemy by looking at the target number.



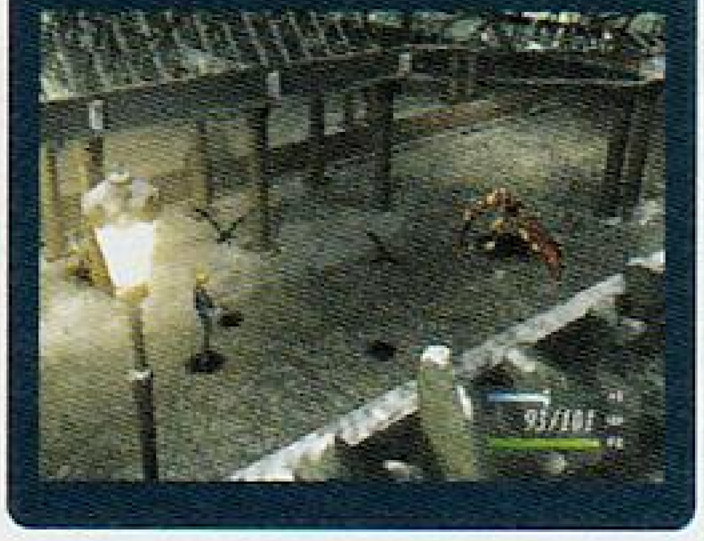
◆To the right of "TARGET" The red number is the target number.

How to decide which enemy to defeat first

Here, we'll use seven examples of enemy combinations that actually appear in the game to explain the criteria for deciding which enemy to defeat first and some simple tactics. Please note that the enemy you should defeat first will change depending on factors such as the location of the battle and the additional effects attached to the weapon you're equipped with. The information introduced here is based on the first playthrough, and Aya's level is assumed to have reached that map without too many unnecessary battles. The map numbers listed next to the NMC combinations correspond to the CG maps for each area in CELL 5 (→ P. 174~).

MONKEY1 × 1
CROW1 × 2

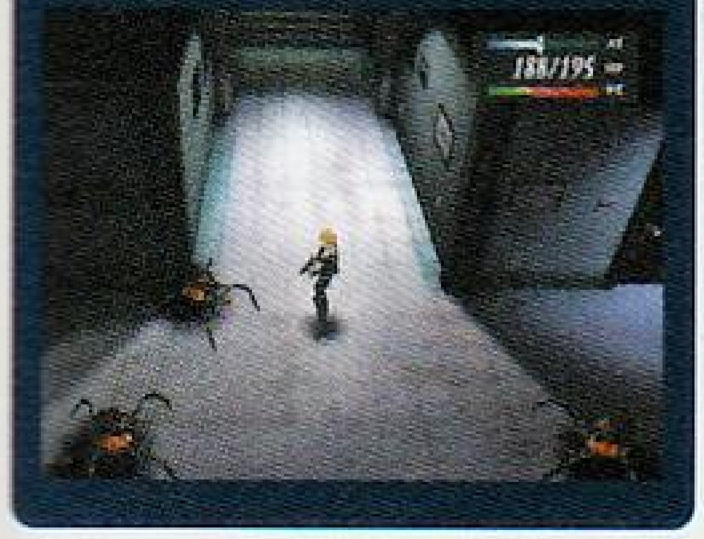
Map40 Central Park Zoo Plaza



Move away from MONKEY1 and eliminate CROW1 first while avoiding their "arm throws." However, if you want to recover your HP and PE bar during the battle, defeat MONKEY1 with one CROW1 remaining. After they finish recovering, defeat the remaining CROW1.

SPIDER1 × 3

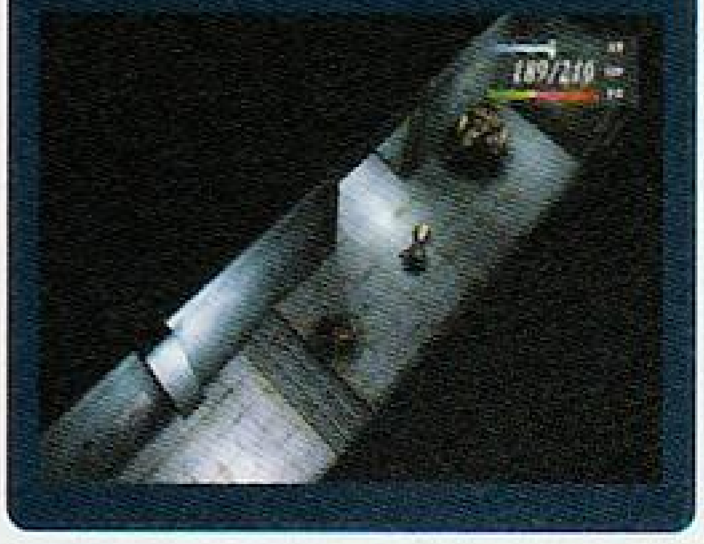
Map99 New York 2F City Police Station 17
Corridor B



If you are surrounded by enemies, the basic strategy is to run to a place where there is space where you can avoid their attacks and defeat the enemies around you first. In the situation shown in the photo, it would be a good idea to head towards the top of the screen and prioritize defeating the SPIDER1 at the top.

DOGMAN1 × 1
SPIDER1 × 1

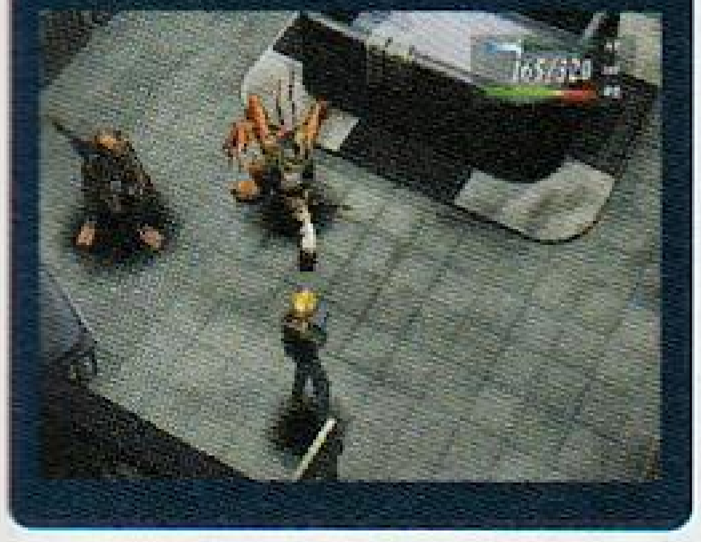
Map107 New York City Police Department 17th Precinct
3F corridor B



It's a good idea to prioritize defeating DOGMAN1 while keeping an eye on SPIDER1's actions. You can avoid their attacks by using SPIDER1's "Bite" to target DOGMAN1, and DOGMAN1's "Claws" to target SPIDER1, respectively, as a "Stop" (→P.90) attack.

MIXEDMAN1 × 1
RATMAN1 × 1

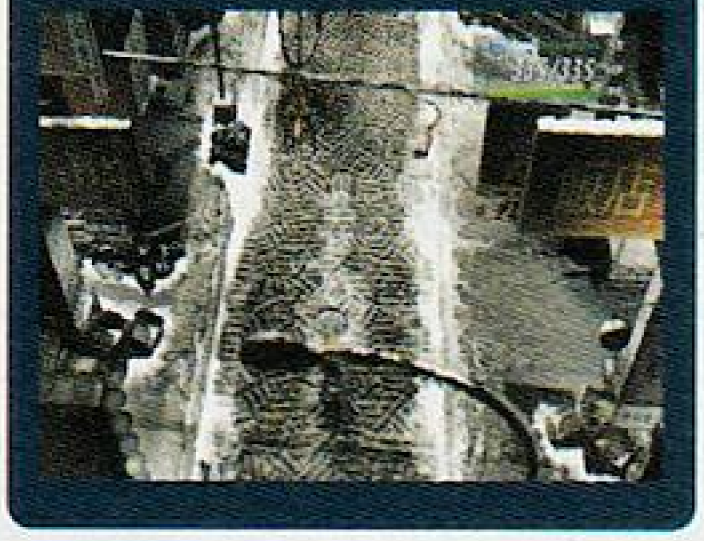
Map140 saint francis hospital
動物研究室



Defeat RATMAN1 first. If you have a weapon with the additional effect of "Tranquil," it is safe to attack MIXEDMAN1 first and put him to sleep. If MIXEDMAN1 resumes action midway through, attack him again to put him to sleep.

CAT1 × 1
POISON-SNAKE2 × 2

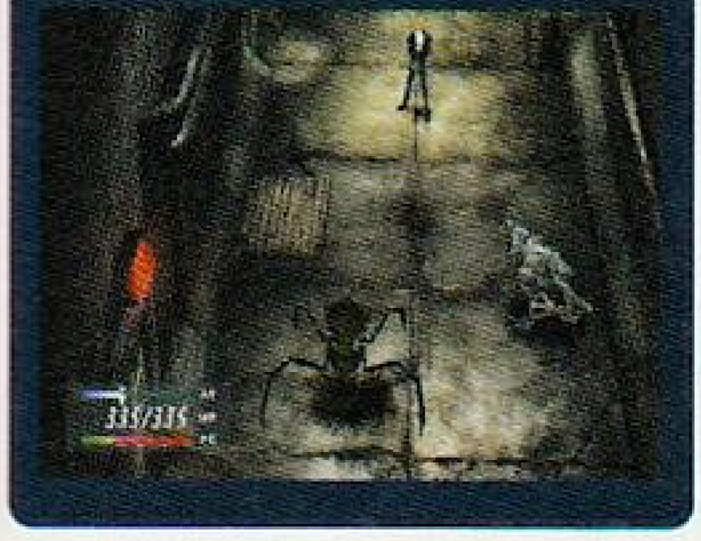
Map160 Chinatown Chinatown
C



You want to defeat CAT1 first while avoiding the attacks of POISON-SNAKE2. POISON-SNAKE2's "Bite" is difficult to avoid if you move in a circle, so when you see the "Bite" attack motion, quickly move away from the enemy to avoid the attack.

RAT4 x 1
SPIDER3 x 1

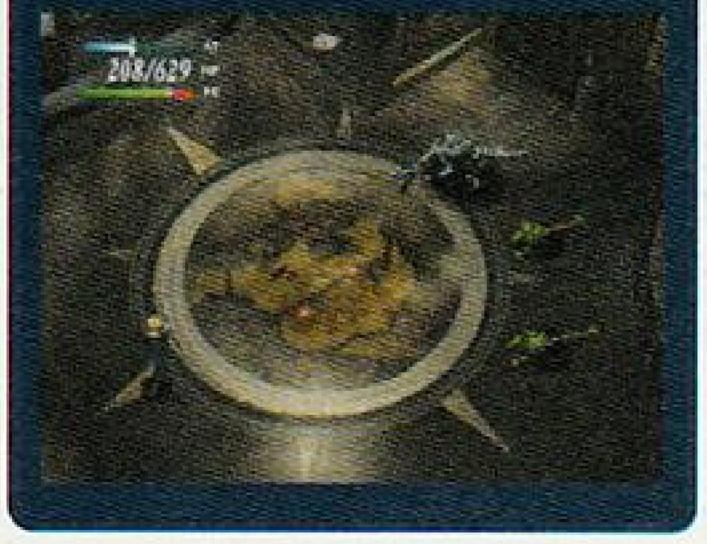
Map152 Pier 3 Warehouse Passageway
通路



You should defeat SPIDER3 first, as he deals high BP damage (→P.39) and has attacks that cause status changes. Also, keep your distance from both enemies during the battle (if you get too close, they will use attacks that are difficult to avoid).

CHAMELEON1 × 2
TROODON1 × 1

Map202 American Museum of Natural History Fossil
Excavation Room



Make the most of the fact that this battle takes place in a large area. If there is a certain distance between them, TROODON1 will stop attacking Aya, so keep that in mind and defeat CHAMELEON1 first.

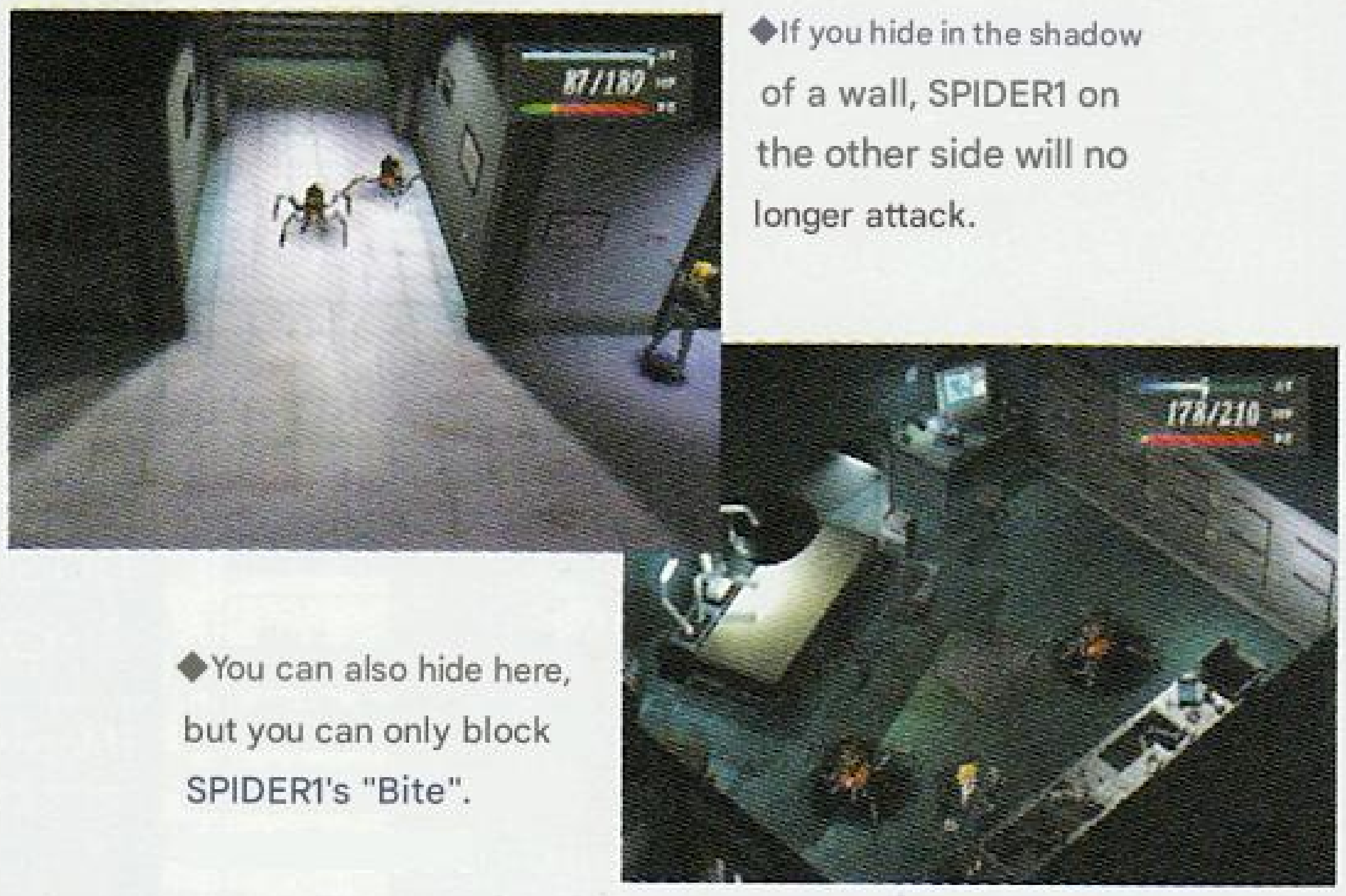
Techniques that give you an advantage in battle

Finally, we will introduce special techniques that can block or make enemy attacks miss under certain circumstances. By practicing these, you can further reduce the chances of taking damage. This will give you an advantage in battle, and will also be helpful when playing under difficult conditions, such as when clearing a club (→P.290).

latent

If you create a wall between Aya and Spider-Man in Map 99 Police Station, 2nd floor corridor B, Spider-Man will lose sight of Aya (or more accurately, he will turn towards her but do nothing).

This can also be done in Map 98 Police Station/Detention Cell (only RAT2 attacks normally, but Flame Bombs can be blocked by a wall). Also, in Map 108 Police Station/Autopsy Room and Map 96 Police Station/Conference Room (after the attack), if you hide behind a chair or table, Spider 1 will no longer use Bite.

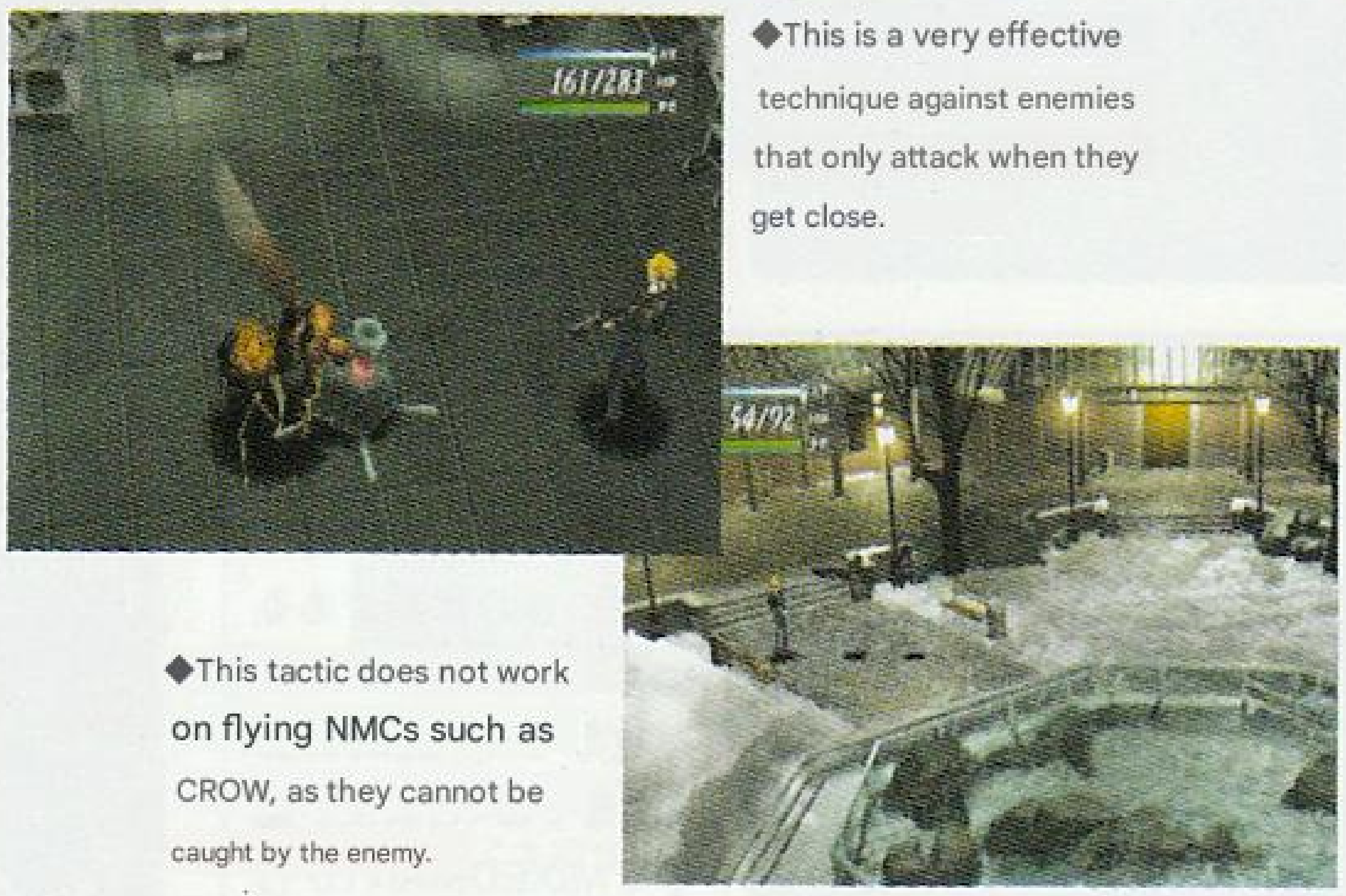


◆If you hide in the shadow of a wall, SPIDER1 on the other side will no longer attack.

◆You can also hide here, but you can only block SPIDER1's "Bite".

stranded

If another enemy is placed between Aya and an enemy approaching to attack, the two enemies will become stuck together. If this state continues for a while (the time is random), the enemy will decide that they cannot get close and will give up their attack. Attacking from close range is effective against powerful enemies. Furthermore, if you use this to hold back enemies that have been immobilized by the additional effect of "Tranquil" or "Confuse," you can stop the actions of two enemies at once: the immobilized enemy and the immobilized enemy.

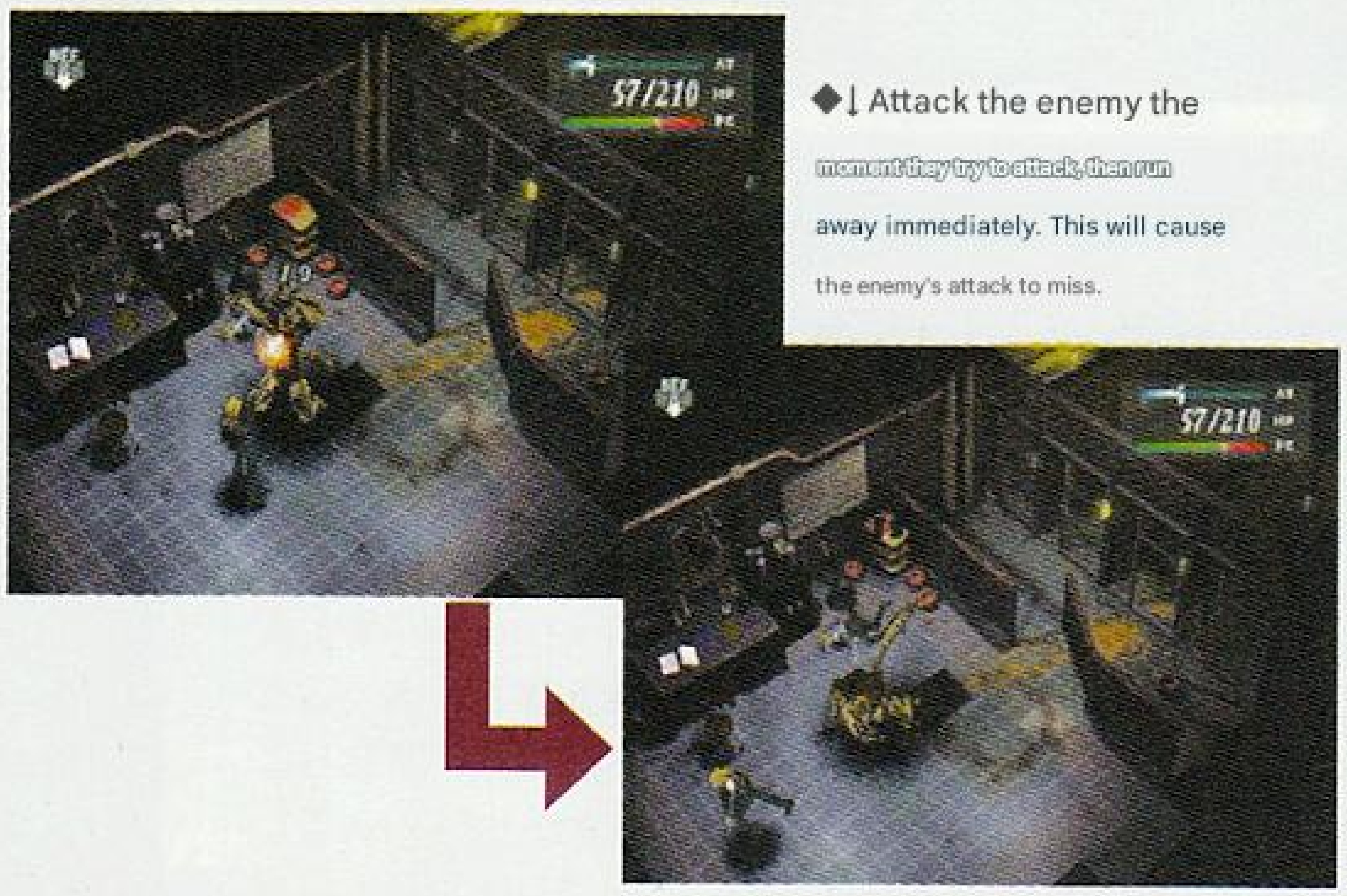


◆This is a very effective technique against enemies that only attack when they get close.

◆This tactic does not work on flying NMCs such as CROW, as they cannot be caught by the enemy.

shoot and run

If an enemy approaches to attack, Aya will time her attack so that her attack hits the moment the enemy begins to attack near her. If she moves away while the enemy is in a damage pose, the enemy will miss their attack immediately afterwards. This is relatively easy to time with weapons that have fast attack movements, such as handguns and machine guns. However, it is ineffective against enemies that do not take a damage pose even when attacked.



◆↓Attack the enemy the moment they try to attack, then run away immediately. This will cause the enemy's attack to miss.

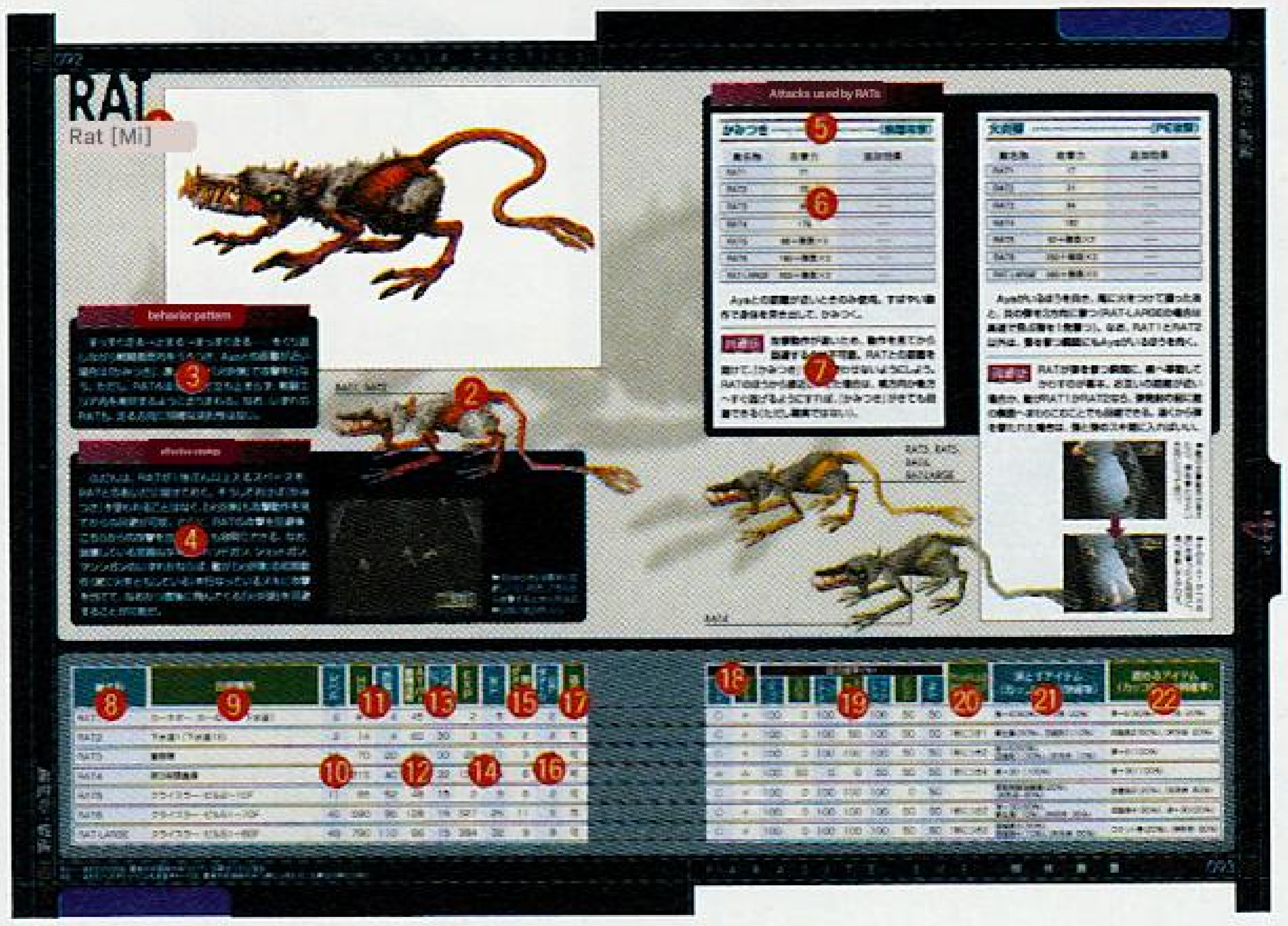
Covers various NMC data and countermeasures

All NMC data files

All NMC data and strategies for each NMC are published.

As far as possible, the evenings have been researched by the staff of this book based on actual games.

How-to view NMC data files from the next page



① Enemy name (species name)...The name of NMCs with the same shape combined together.

② CG graphics: The appearance and color of the monsters as they appear in the game. The individual names are also listed for each color.

③ Behavioral pattern: The general behavioral characteristics of the NMC.

④ Effective strategy: An effective way to fight against the NMC.

⑤ Attack name: The name of the attack used by the NMC. On the right, it indicates whether the attack is a physical attack, a PE attack, or a special ability (special action such as HP recovery).

⑥ Attack data: The attack power and additional effects of each attack used by each individual (→P.25). For the additional effect of poison, the amount of damage that Aya will receive over time if poisoned by that attack is also listed.

⑦ Evasion methods: Methods for avoiding or neutralizing the attack. The movement directions described in the text are based on the situation where Aya is facing the enemy.

⑧ Enemy name (individual name): A name given to each enemy of the same species that has different abilities.

⑨ Appearance location: The location where the NMC appears (map name is abbreviated).

⑩ Level: The level of the NMC.

⑪ HP, Defense: The maximum HP and defense of that NMC.

⑫ AT bar accumulation speed: A value that is added to the NMC's AT bar (not displayed on the screen) every 1/30th of a second. The length of the AT bar is 9000 for all NMCs.

⑬ Critical Hit Rate: The probability that the NMC's attack (regardless of attack type) will result in a critical hit.

⑭ EXP, BP... If Aya defeats the NMC and wins the battle, she will gain EXP and accumulate bonus points.

⑮ Contact Damage: The amount of damage Aya receives when coming into contact with the NMC.

⑯ BP Damage: Each time you receive an attack from that NMC (other than contact damage), the bonus points you would normally receive from that NMC are reduced by that amount.

⑰ Escape...Is it possible for Aya to escape from the battle with the NMC?

⑱ Effectiveness: Adds "Heat" or "Freeze" to that NMC Whether the effect is effective or not. ○ is effective, △ is normal (no particular change), × is resistant.

⑲ Success probability: Whether or not effects such as "Slow" and "Acid" are effective (unit: %). "Scan" is the probability that the remaining HP and maximum HP of the NMC will be displayed as numbers. "Steal" includes "Plunder".

⑳ Additional Acid Damage: The amount of damage the NMC takes over time when "Acid" is active.

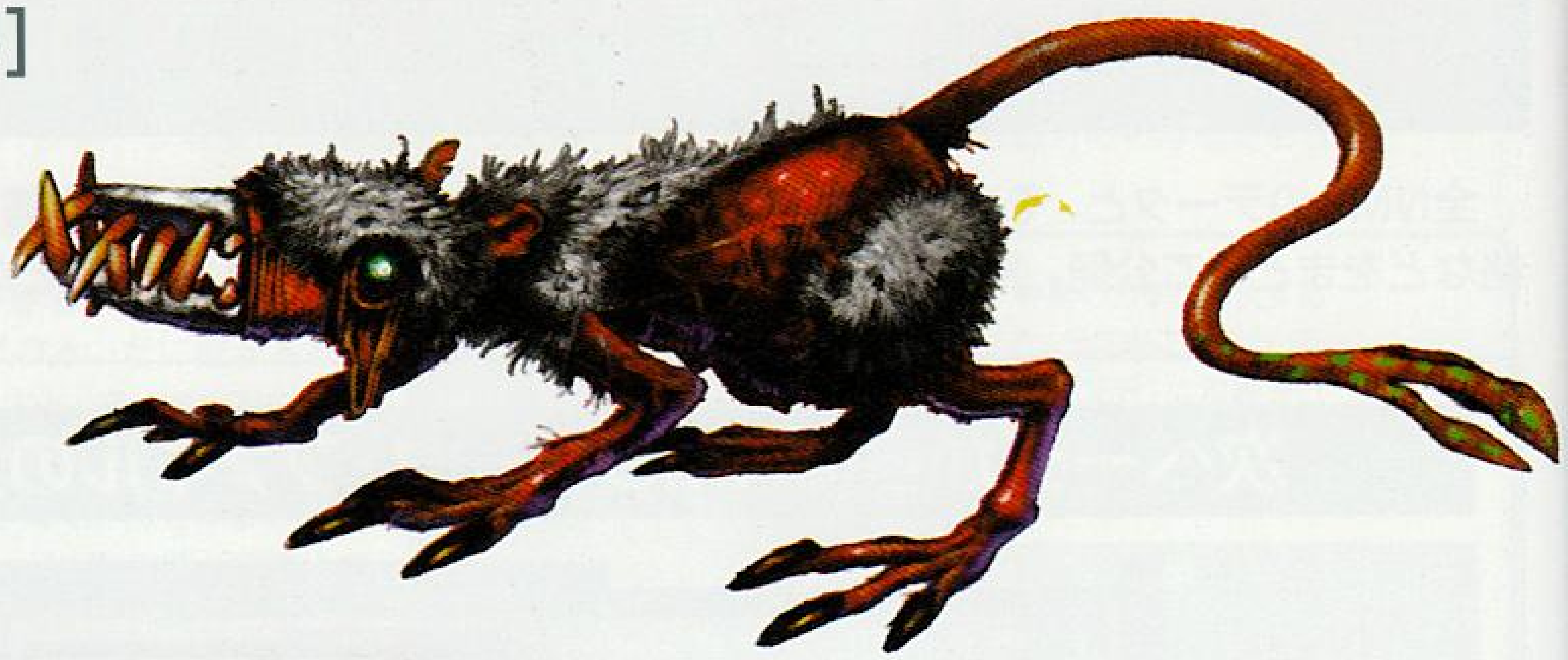
㉑ Dropped items: Items that can be obtained by defeating the NMC and winning the battle. If the item is "not in possession," you will not be able to obtain anything.

㉒ Stealable items: Items that can be stolen when a "steal" or "plunder" is successful on that NMC. You can only obtain one from each enemy, and if it is "not in possession," you cannot obtain anything.

*In EX ROUND (→P.258), the HP, defense, and attack power of NMCs are each multiplied by 1.4 (excluding NMCs that appear in the Chrysler Building).

RAT

rat [mouse]



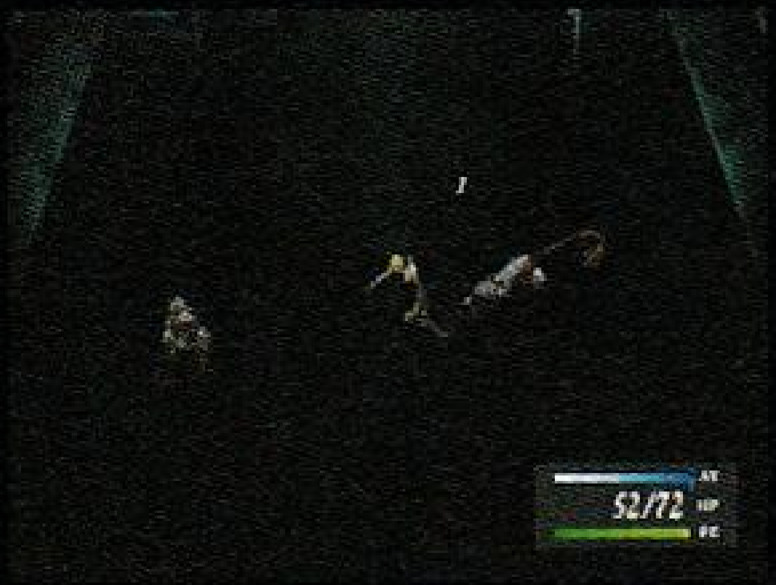
behavior pattern

They wander around the battle screen, repeating the cycle of running straight, stopping, and running straight again. If they are close to Aya, they will attack with a "bite," and if they are far away, they will attack with a "fire bomb." However, RAT4 rarely stops, and instead runs around the battlefield in circles. There is no clear pattern to the direction in which any of the RATs run.

RAT1, RAT2

effective strategy

Normally, leave enough space between you and a RAT for at least one RAT to fit in. This way, the enemy will not use Bite, and you will be able to avoid Flame Bullets once you have seen their attack movements. Furthermore, after dodging a RAT's attack, it will be easy to land an attack of your own. If the weapon type you are equipped with is a handgun, shotgun, or machine gun, you can attack while the enemy is making the initial movements for a Flame Bullet (when their tail is on fire), and then avoid the Flame Bullet that will fly immediately afterwards.



◆The 'bite' is surprisingly difficult to avoid, so it's best not to get close unless you are going to attack first.

enemy name	Place of appearance	レベル	HP	防御力	ATバー蓄積速度	クリティカルヒット率	EXP	BP	接触ダメージ	BPダメージ	逃走
RAT1	Carnegie Hall basement, Sewer 1	2	*1	4	45	2	2	5	2		2 possible
RAT2	Sewer 1 (Sewer 1E)	2	14	4	60	30	3	5	2		2 possible
RAT3	police station	16	70	20	80	30	26	11	3		3 possible
RAT4	Pier 3 Warehouse	26	215	40	60	32	135	25	6		5 possible
RAT5	Chrysler Building 2nd to 10th floors	11	85	52	48	15	2	8	6		2 possible
RAT6	Chrysler Building, 51st to 70th floors	40	590	95	128	15	327	25	11		5 possible
RAT-LARGE	Chrysler Building, 51st to 60th floors	48	790	110	96	15	394	32	9		8 possible

*1: RAT1's HP is "17" only when it first appears, and becomes "13" thereafter. *2: The additional damage caused by acid on RATI is "2 per second" only when it first appears, and becomes "1 per second" thereafter.

Attacks used by RATs

Biting ••••••••••••••••••••••••••••• (Physical attack)

enemy name	Offensive power	Additional effects
RAT1	21	—
RAT2	25	—
RAT3	82	—
RAT4	176	—
RAT5	88 + floors x 2	—
RAT6	180 + floors x 2	—
RAT-LARGE 265+floors×2		—

Only used when Aya is close. Swiftly thrusts its body forward and bites.

How to Avoid Its attacks are so fast that

it's impossible to avoid them after seeing them move. Keep some distance between you and the RAT to prevent it from using its "Bite" attack. If the RAT approaches you, you can avoid its "Bite" by quickly moving to the side or backwards (however, this is not guaranteed).

flame bomb ••••••••••••••••••••••••••••• (PE attack)

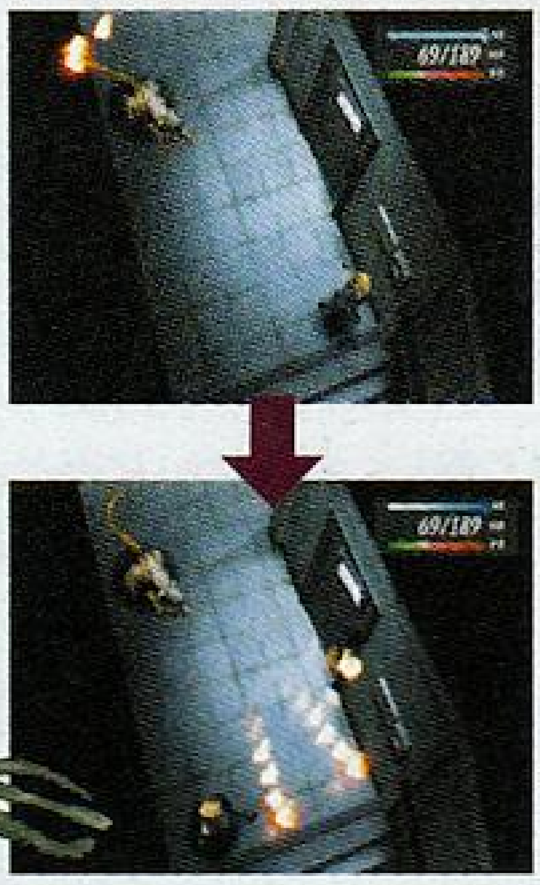
enemy name	Offensive power	Additional effects
RAT1	17	—
RAT2	21	—
RAT3	84	—
RAT4	182	—
RAT5	92 + floors x 2	—
RAT6	250 + floors x 2	—
RAT-LARGE	350 + floors x 2	—

It faces Aya, lights its tail on fire, swings it, and then shoots flaming bullets in three directions (in the case of the RAT-LARGE, it fires a single bullet flying at high speed). All RATs except for the RAT1 and RAT2 will face Aya at the moment they fire the bullet.

回避法 The basic strategy is to move to the side the moment the RAT fires a bullet to avoid it. If you are close to each other, or if the enemy is a RAT1 or RAT2, you can also avoid it by moving around to the side of the enemy before the bullet is fired. If you are shot from a distance, just get in between the bullets.

RAT3, RAT5,
RAT6,
RAT-LARGE

RAT4

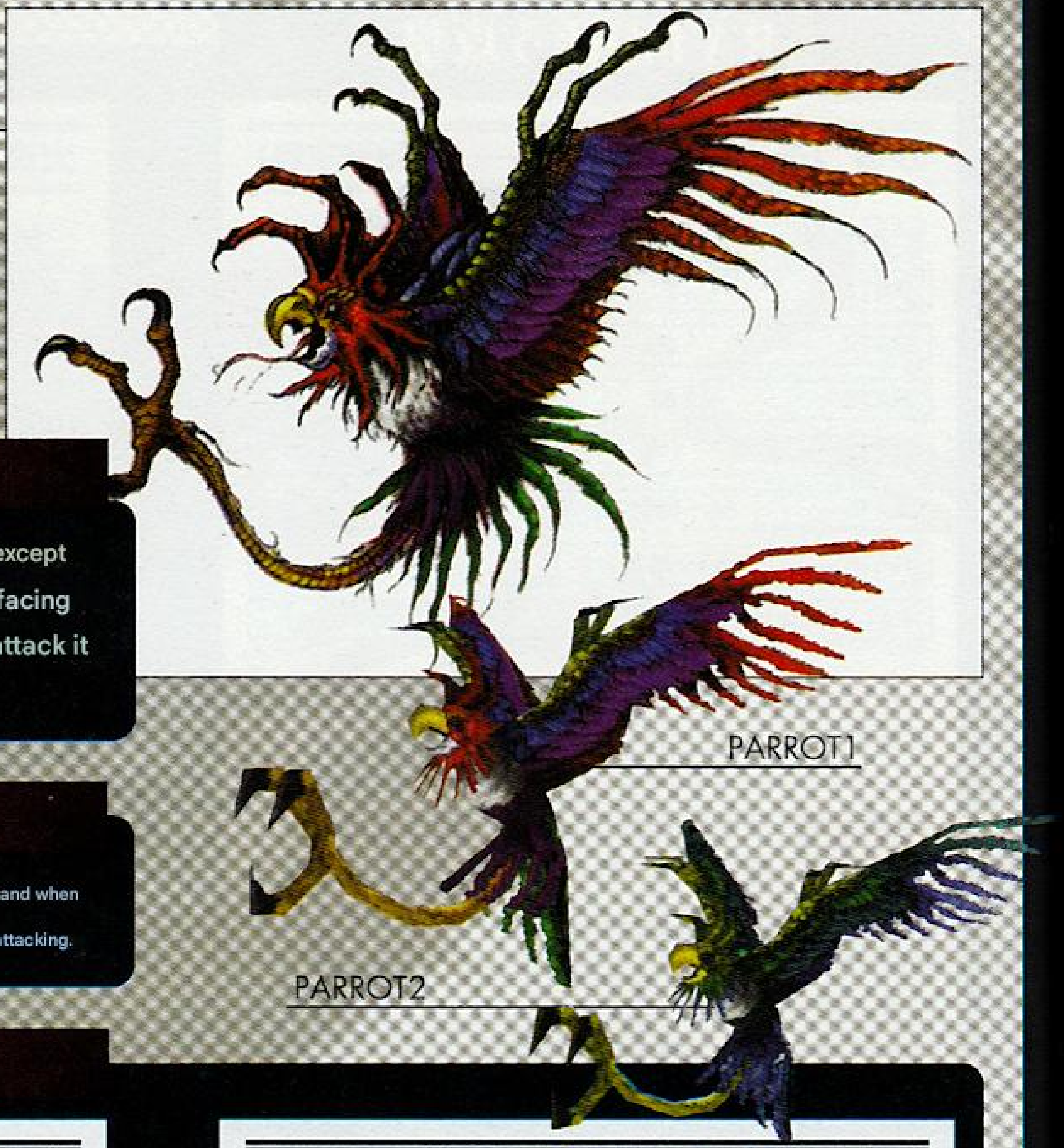

movements, you want to fire a bullet.
wait. When you see the enemy's attacking
Stand in the direction and

The RAT moved to the side
same time as it fired the bullet,
to dodge the flames. At the

effectiveness		Success probability (%)									
ヒ root	Freeze	scan	slow	コンフューズ	トランキル	サイアナイド	アシッド	steal	Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
○	×	100	0	100	100	100	50	50	*2	+6 bullets (80%), (non-possessed 20%)	+6 bullets (80%), (non-possessed 20%)
○	×	100	0	100	50	100	50	50	1 per second	Resuscitation Potion (90%), Recovery Potion 1 (10%)	Recovery agent 2 (80%), (not possessed, 20%)
○	×	100	0	100	100	100	50	50	2 per second	Bullet +6 (60%), Recovery agent 1 (30%), (not possessed, 10%)	Bullet +6 (100%)
△	△	100	50	0	0	50	50	50	4 per second	Ammo +30 (100%)	Bullet +30 (100%)
○	×	100	0	100	100	100	0	50	—	Medications for restricting movement (20%), (80% not possessing)	Recovery agent 2 (20%), (not possessed, 80%)
○	×	100	0	100	100	100	50	50	2 per second	Bullet +30 (60%), Resuscitation potion (10%), (not possessed, 30%)	Recovery agent 4 (80%), bullet +30 (20%)
○	×	100	0	100	100	100	50	50	2 per second	Recovery Potion 3 (30%), Recovery Potion 4 (10%), (Not possessed, 60%)	Rocket (20%), (Not owned, 80%)

PARROT

Parrot [parrot]



behavior pattern

PARROT1 simply hovers in place and does not move except when attacking, while PARROT2 moves slowly while facing Aya. It randomly chooses which of its two types of attack it will use.

effective strategy

Normally, you can keep your distance and focus on avoiding attacks, and when Aya's AT bar is up, you can easily defeat her by simply getting close and attacking.

Attacks used by PARROT

Beak... ...(Physical attack)

enemy name	Offensive power	Additional effects
PARROT1	22	—
PARROT2	140 + floors x 2	—

After flapping its wings vigorously in place, it turned towards Aya and flew in an elliptical orbit with its beak extended forward.

Workaround If you see an attack movement, you can avoid it by moving away from it or by getting inside the elliptical orbit.

Tsume (Physical attack)

enemy name	Offensive power	Additional effects
PARROT1	22	—
PARROT2	140 + floors x 2	—

He may use this if Aya is nearby. He flies straight towards Aya and attacks with his claws.

"How to avoid it: It's difficult to avoid once you see it, but if you get hit by a flying enemy and take contact damage, you can often avoid the claws by moving to the side.

enemy name	Place of appearance	level	HP	防御力	ATバー蓄積速度	クリティカルヒット率	EXP	BP	接触ダメージ	BPダメージ	逃走
PARROT1	carnegie hall	2	10	4	60	10	1	2	11 possible		
PARROT2	Chrysler Building, 41st-50th floors, Chrysler Building, Room 31		420	85	96	10	115	18	103 possible		

effectiveness		Success probability (%)							Additional damage	Dropped items	Items that can be stolen
pete	Freeze	scan	スロー	コンフューズ	トランキル	サイアナイド	acid	steal	from acid	(probability in parentheses)	(probability of appearance is in parentheses)
×	○	100	0 0 0 100 100 100 1 per second							Recovery agent 1 (30%), (Not owned: 10%)	+6 bullets (80%), (non-possessed 20%)
×	0 100		0	0	0	100	100	100	3 per second	Recovery Agent 2 (80%), Recovery Agent 4 (10%), (Not owned: 10%)	Healing agent 4 (20%), (not possessed, 80%)

FROG

Frog

FROG1
FROG2, FROG3

behavior pattern

It bounces around freely, turning its body towards Aya. After bouncing 3-5 times (the slower the bouncing pace, the fewer times), it attacks with its tongue. When FROG2 and FROG3 receive damage, there is a high chance they will use a "crush" as a counter (counterattack).

effective strategy

Fight while increasing the distance between you and FROG. "Tongue" predicts the timing of the enemy's attack from the pace at which they jump and avoids it.

Attacks used by FROG

舌 ······································ · (Physical attack)

enemy name	Attack power	Additional effects
FROG1	30	——
FROG2	129	Low defense
FROG3	148 + floors x 2	Low defense

Turns towards Aya and sticks out his tongue. In FROG2 and FROG3, this has the added effect of reducing defense.

avoidance method The tongue extends to the right of FROG's front, so dodge to the enemy's left (counterclockwise).

crush ·························· · (Physical attack)

enemy name	Attack power	Additional effects
FROG2	139	——
FROG3 196+floors×2		——

After jumping high, he falls towards Aya. While jumping, he is in NO TARGET mode (he cannot be attacked by Aya).

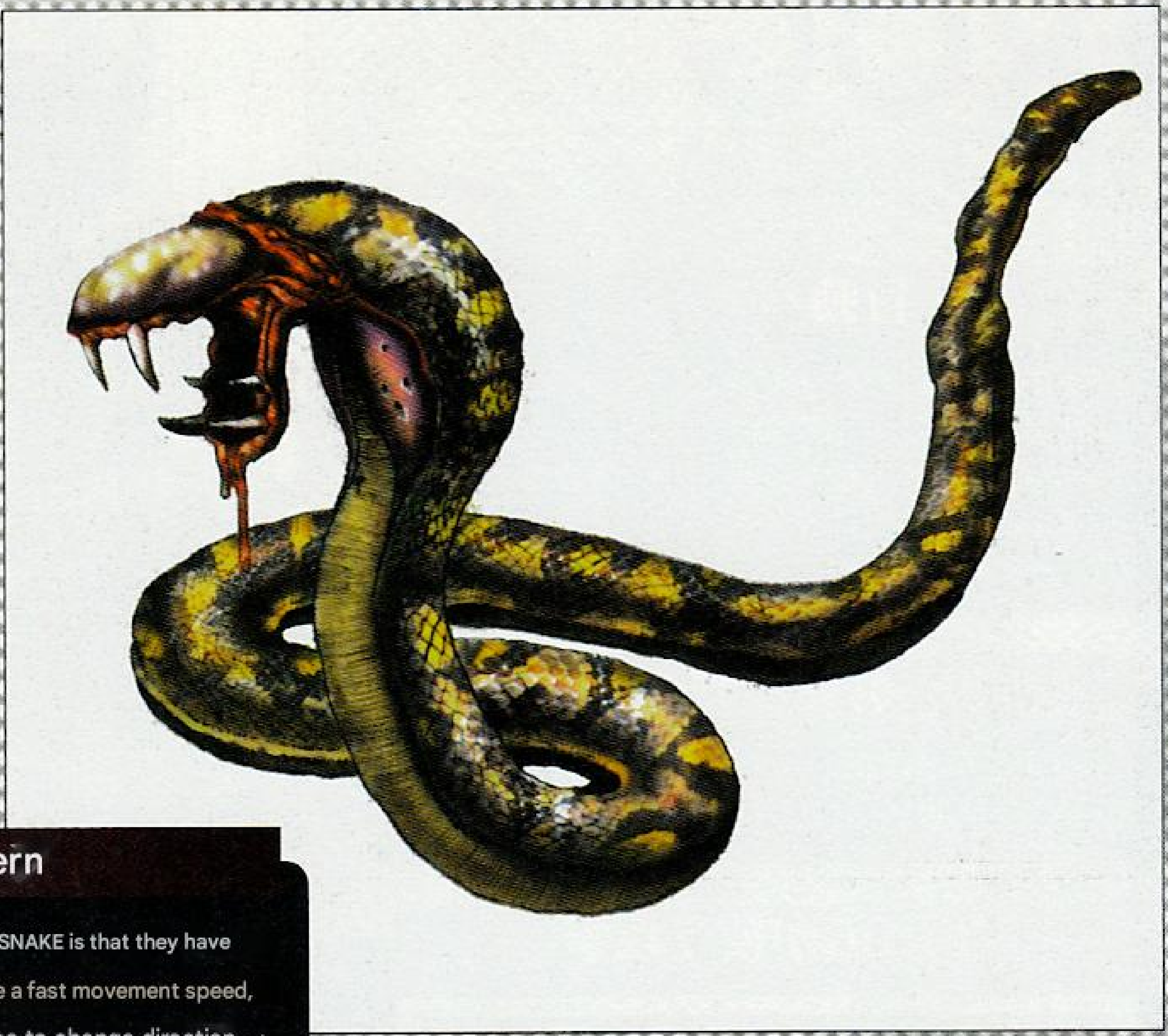
avoidance method You can avoid it by moving to the side just before the FROG falls.

enemy name	Appearance place	レベル	HP	Defense	speed ATbar Accumulation	critical hit rate	EXP	BP	touch damage	BP damage	escape
FROG1	Sewer 1	4	34	6	55	20	4	8	4		3 can
FROG2	Sewer 2	24	153	36	62	35	425	12	6	8	(optional)
FROG3	Chrysler Building, 41st to 50th floors	30	460	88	72	20	133	20	12	4	(Yes)

effectiveness		Success probability (%)							Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	フリーズ	スキャン	slow	コン fuse	トランキル	サイアナイド	アシッド	盗み			
×	○	100	0	0	0	50	0	50	——	+6 bullets (30%), 1 recovery item (10%), (not possessed, 60%)	+6 bullets (80%), (non-possessed 20%)
○	△	100	0	0	0	0	0	50	——	2 healing potions (80%), junk (20%)	Junk (100%)
×	○	100	0	0	0	50	0	50	——	+15 (20%), (Non-held - 80%)	Recovery potion 3 (95%), defense +1 (5%)

SNAKE

Snake [Snake]



behavior pattern

The difference between SNAKE and POISON-SNAKE is that they have different movement capabilities. SNAKEs have a fast movement speed, moving in a straight line → stopping in place to change direction → moving in a straight line... repeating this cycle. In contrast, POISON-SNAKEs have an extremely slow movement speed, moving unsteadily without stopping. However, both have in common the fact that they usually move around randomly, and will chase Aya once she is in their sights. When they are ready to attack, they will begin to frequently raise their heads, and if Aya is nearby at this time, they will attack with a "bite". There is no contact detection when they are not in the "bite" action, and they will not connect even if Aya is overlapping them. It does not cause touch damage.

◆As long as there is no collision detection, nothing will happen if you overlap with Aya, and you will just pass through each other.

effective strategy

If the hit distance of the weapon you are equipped with is high, it is effective to deal damage unilaterally from outside the range of the "bite" attack. If you cannot distance yourself from the SNAKE because the fighting area is small, try to avoid the "bite" and then hit it with your own attack. In particular, against various POISON-SNAKEs, it is safer to be cautious and not attack until you have avoided the enemy's attack.

enemy name	Appearance location	レベル	HP	防御力	ATバー蓄積速度	クリティカルヒット率	EXP	BP	接触ダメージ	BPダメージ	逃走
SNAKE1	central park	7	32	18	72	15	6	5	2		3 possible
POISON-SNAKE1	central park	8	44	18	70	30	8	7	3		3 possible
POISON-SNAKE2	Chinatown, Sewers 2	22	99	34	84	50	287	8	4		6 possible
SNAKE2	Chrysler Building, 11th to 30th floors	20	120	58	96	15	5	8	6		2 possible
POISON-SNAKE3	Chrysler Building 61st to 70th floors	46	780	98	120	30	804	28	13		6 possible

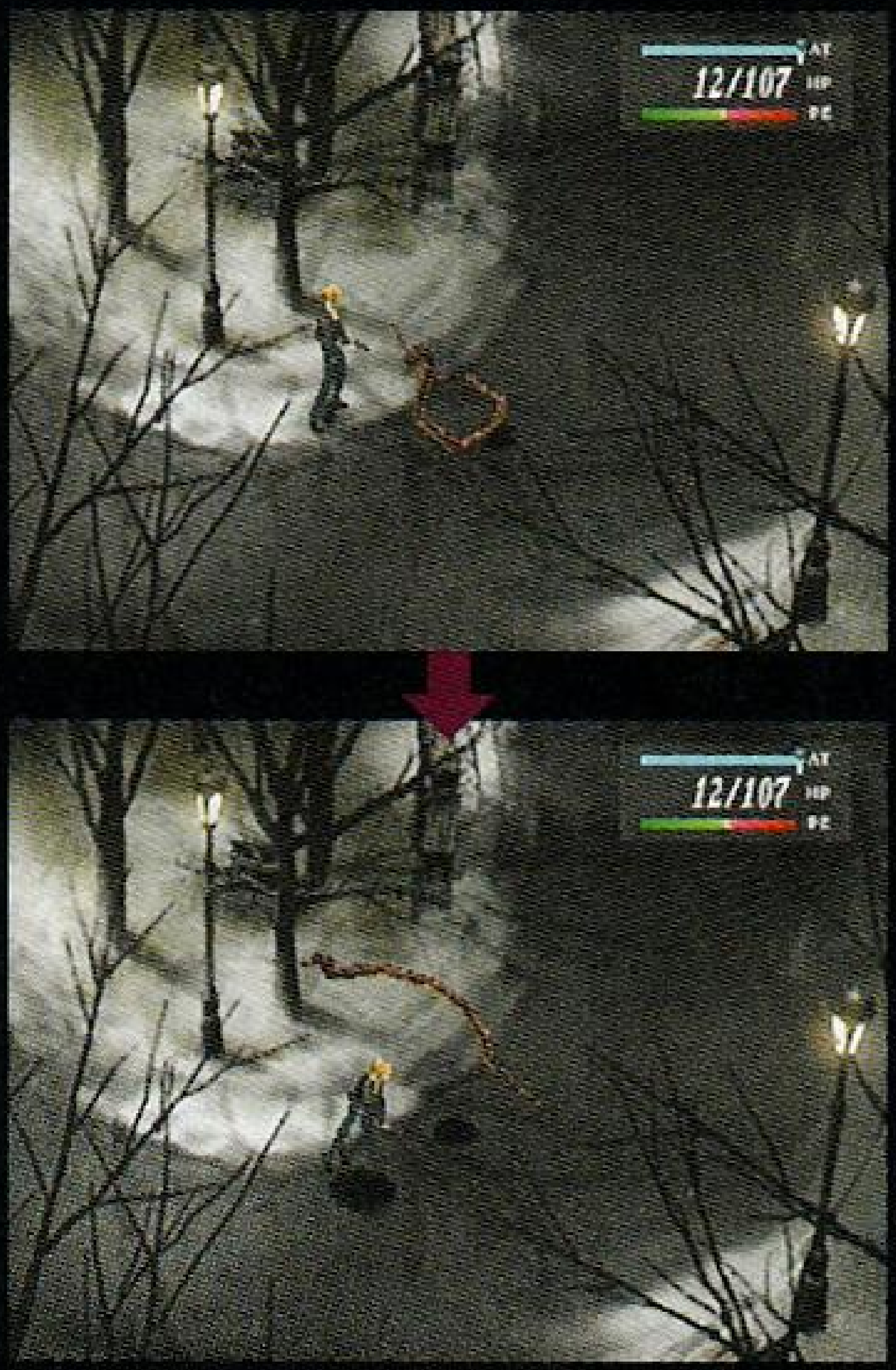
Attacks used by SNAKE

Biting... •••••••••••••••••••••••••••• (Physical attack)

enemy name	Offensive power	Additional effects
SNAKE1	42	——
POISON-SNAKE1	46	Poison (4 damage per 60 seconds)
POISON-SNAKE2	110	Poison (12 damage per 80/30 seconds)
SNAKE2	90+floors×2	——
POISON-SNAKE3	296 + floor number x 2	毒 Poison (25 damage per 60 seconds)

First, it will assume an attack stance (raise its head). If Aya is within its attack range at this time, it will turn towards Aya, pull its head back slightly, then extend its body and bite. In the case of various POISON-SNAKEs, it will have the additional effect of poison. If Aya is not within its attack range (too far away) when it assumes an attack stance, it will lower its head and return to its normal movement.

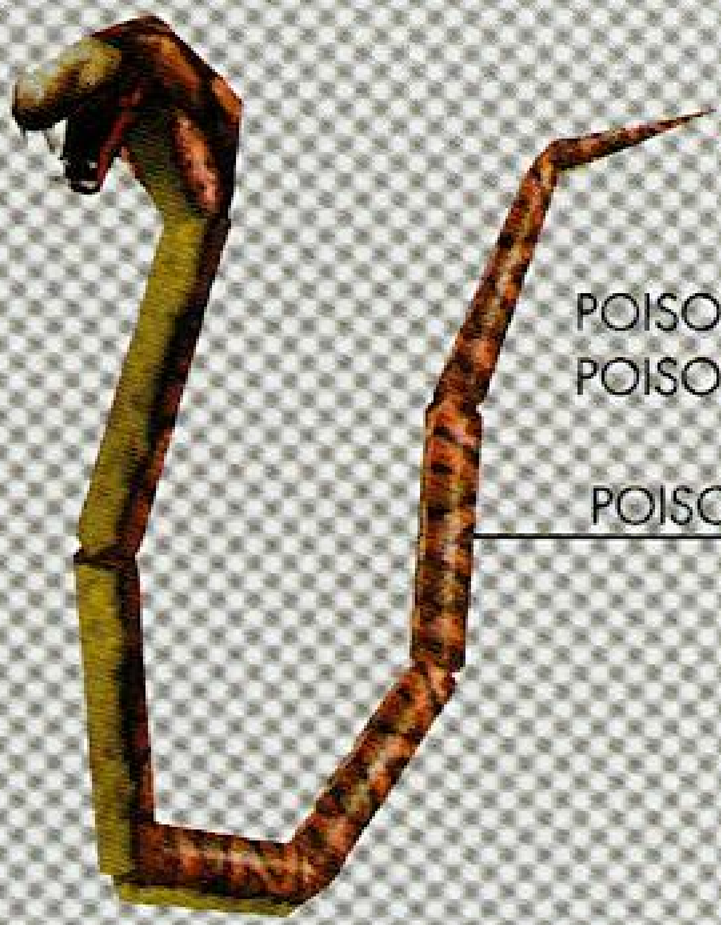
How to avoid: There is a short gap between when the enemy raises its head and when it attacks, so you can avoid it by either going around to the side of the enemy or by increasing the distance (running backward). However, POISON-SNAKE2's "Bite" is difficult to avoid by going around to the side, so be sure to avoid it by running backward.



rear. ←If SNAKE rears its head at this distance, we can go around to the enemy's side. Let's escape to the

afterwards, so be careful. If you receive touch damage, you may also receive a "bite" immediately

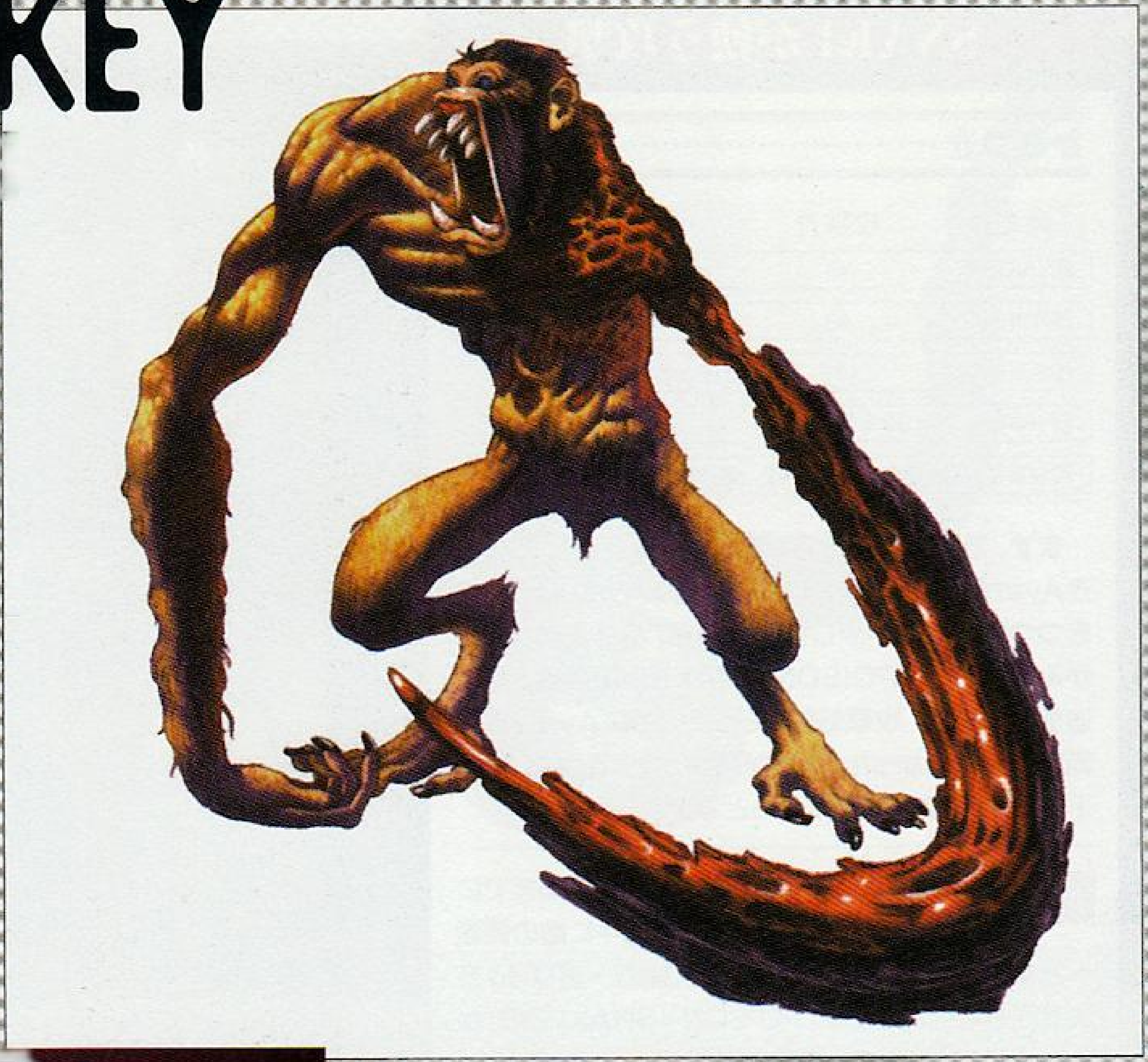
SNAKE1


POISON-SNAKE1, POISON-SNAKE2, SNAKE2, POISON-SNAKE3

effectiveness		Success probability (%)									
ヒート	Freeze	「scan」	スロウ	コンフューズ	トランキル	サイアナイド	アシッド	盗み	due to acid additional damage	Dropped item (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
×	△	100	50	50	50	50	50	50	2 per second	弾+6(60%)、 Recovery agent 1 (30%), (not possessed, 10%)	Poison cure (80%), recovery potion 1 (20%)
×	△	100	50	50	50	0	0	50	——	Bullet +6 (30%), Poison cure (10%), (Not possessed, 60%)	Poison cure (80%), Recovery potion 2 (20%)
×		0 100 0 100			0	0	0	100	——	+6 bullets (80%), (non-possessed 20%)	Poison cure (100%)
×	△	100	0	100	0	0	0	100	——	+6 bullets (80%), 1 recovery potion (20%)	Poison cure (50%), (not possessed, 50%)
×	△	100	50	50	50	0	0	50	——	Healing agent 4 (50%), (not possessed, 50%)	Healing agent 4 (20%), (not possessed, 80%)

MONKEY

Monkey [Son]



Monkey Baron

Move while facing Aya → attack → move while facing Aya... and repeat (occasionally does not attack). There is no clear pattern to the direction of movement, but the movement speed increases the farther the destination. The attack used is determined by the distance between Aya and you at that time.

effective strategy

Create some distance beforehand, avoid the "arm throw," and then land your attack. If the enemy is passing nearby, you can attack the moving MONKEY, but it's best to limit the number of attack shots to one (if you can fire two or more shots in a row, skip the remaining attacks with the robot button). If you try to attack more than that, there's a chance that the MONKEY will escape outside the effective range, wasting your shots, and there's also the risk that you'll be scratched while attacking.

◆The best way to avoid an "arm throw" is as shown in the diagram on the right page. This is because you can then smoothly transition into an attack.

enemy name	Appearance place	レベル	HP	防御力	ATバー蓄積速度	クリティカルヒット率	EXP	BP	接触ダメージ	BPダメージ	逃走
MONKEY1	central park	10	57	18	48	20	10	9			43 yen
MONKEY2	Raise Rurouni 11-20F	21	158	62	64	20	9	10	5		2 yen

Attacks used by MONKEY

scratch (Physical attack)

enemy name	Offensive power	Additional effects
MONKEY1	54	——
MONKEY2 120+floors×2		——

Used when the distance between Aya and him is relatively short. Once を追跡し he catches up with Aya, he will scratch her with his right hand. If he is unable to catch up with Aya, he will give up the attack (end the attacking action), but the timing of when he will give up is uncertain. Sometimes he will give up immediately, and other times he will continue to pursue her for a long time.

How to Avoid If the enemy comes towards you, the ideal thing to do is to attract them and then move away from them, causing them to miss their "Scratch" attack. If they are constantly chasing you, you can avoid their attack by going around them in a slightly larger circle (however, this is not guaranteed).

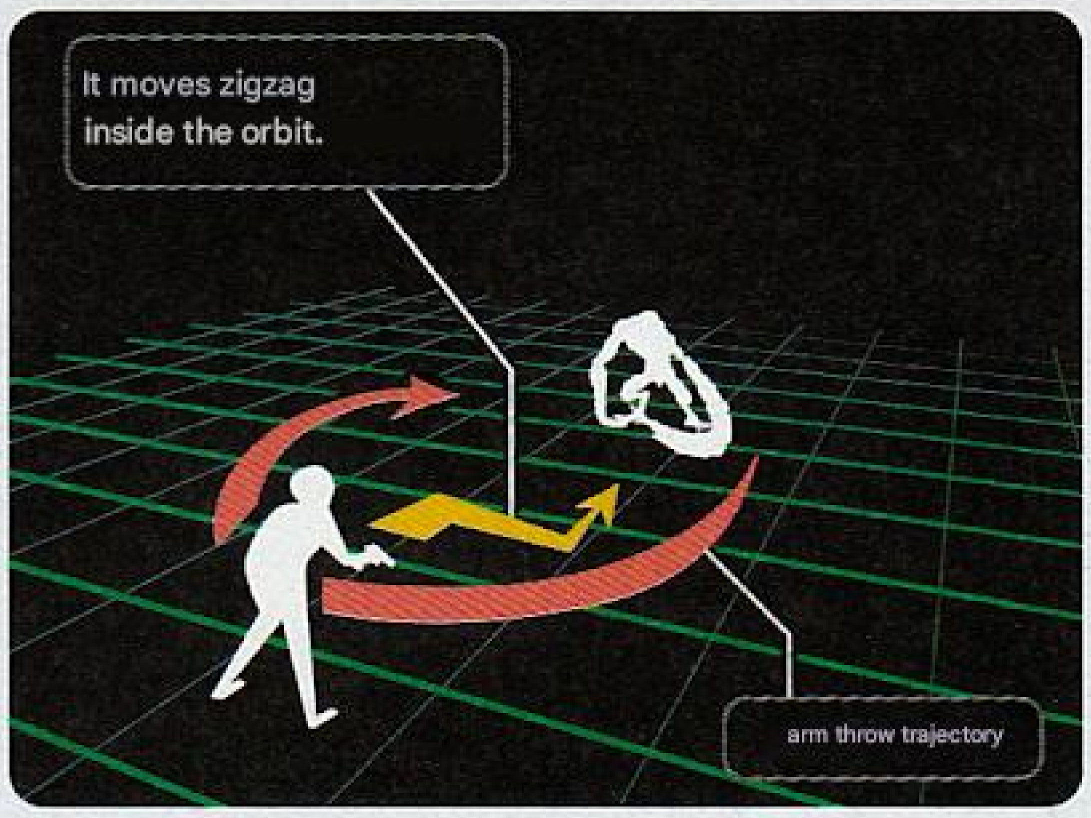
arm throw (PE attack)

enemy name	Offensive power	Additional effects
MONKEY1	48	——
MONKEY2	135 + floor number x 2	——

Used when the distance between Aya and MONKEY is far. It removes its left arm and throws it like a boomerang. The MONKEY that threw its arm will not move from the spot from the start of the "arm throw" action until the left arm returns and a certain amount of time has passed.

"How to avoid It is possible to avoid it by increasing the distance, but we recommend moving as shown in the diagram below. This way you can get close to MONKEY while dodging its "arm throw", making it easier to land your attack immediately afterwards.

● How to avoid the "arm throw"

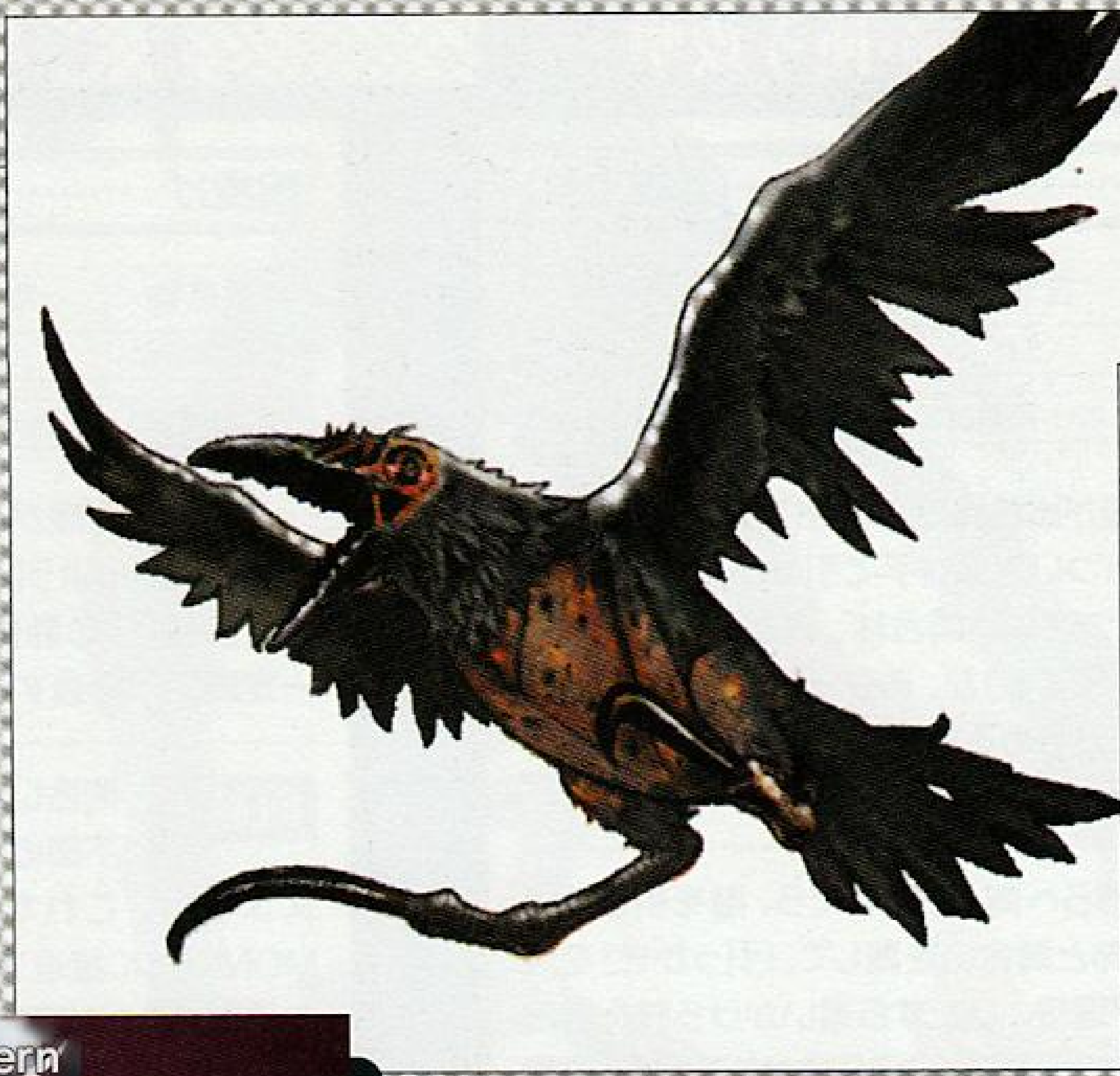


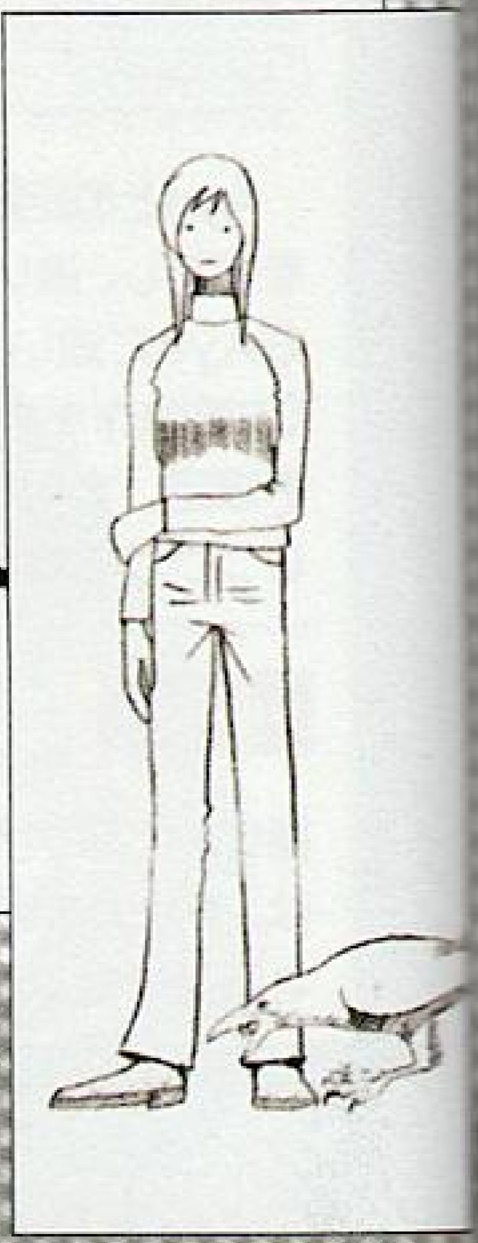
MONKEY1
MONKEY2

effectiveness		Success probability (%)									
ヒート	フリーズ	scan	slow	コンフューズ	トランキル	サイアナイド	アシッド	steal	Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
△	△	100	50	0	0 50 50 50 2 per second					Ammo +6 (99%), Attack +1 (1%)	Recovery potion 1 (99%), attack power +2 (1%)
△	△	100	50	0	0 50 50 50 3 per second Resuscitation Potion (1%)					(Non-owner, 99%)	Recovery agent 2 (20%), (not possessed, 80%)

CROW

Crow [crow]





behavior pattern

After hovering in place for a while, it will face a random direction and fly straight, then at the end of its movement it will turn towards Aya and hover in place... and repeat this process. Occasionally, in between, it will attack instead of moving. Normally, CROW does not have a collision detection function, so even if Aya overlaps it, no contact damage will occur, but it does have a collision detection function during the attack (from when it flies towards Aya until the end of the attack).

There are three variations of CROW, but the abilities and items it drops change depending on which map it appears in. See the table below for details.

◆The CROWS that appear here in groups will move faster each time another CROW is defeated.

● Locations where CROWs appear that are different from normal and the differences between them

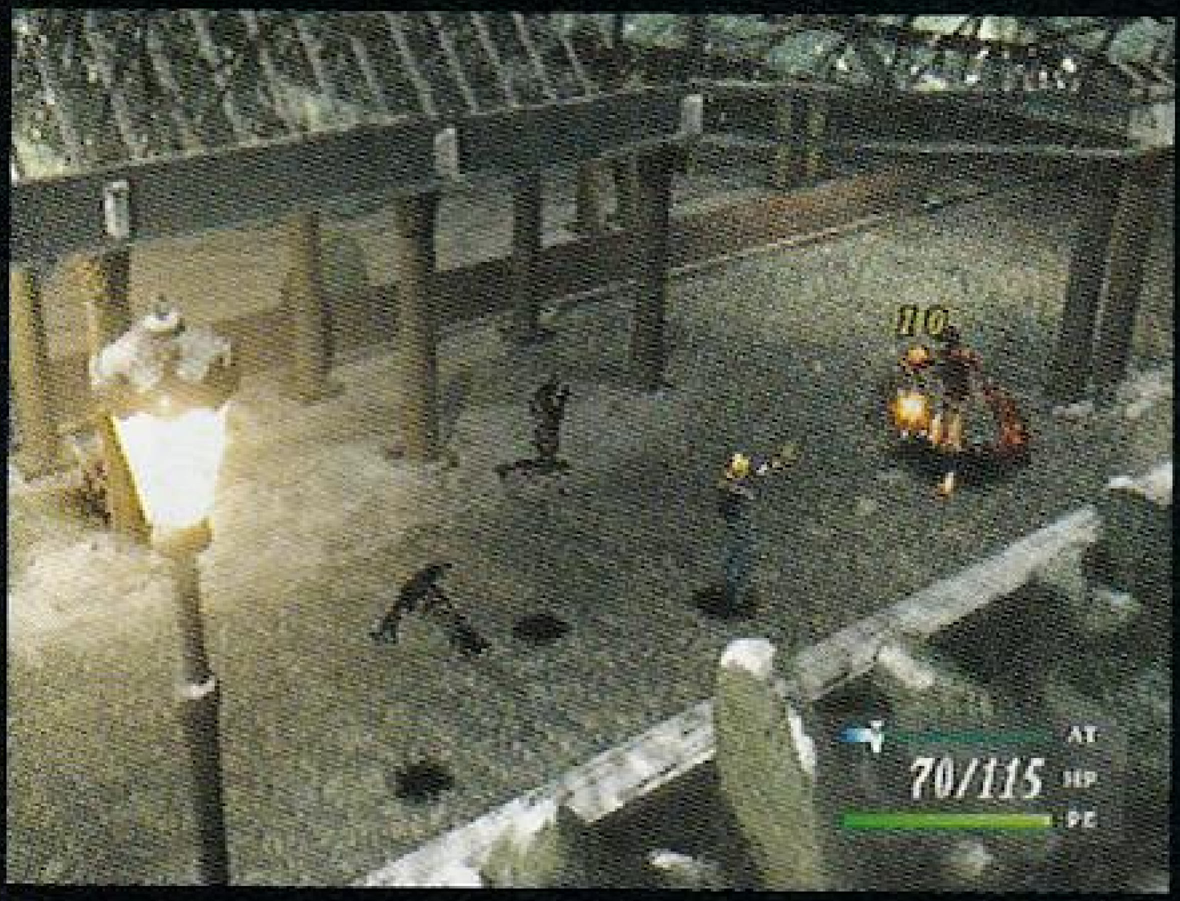
Appearance location	Difference from normal times
Central Park Promenade F (Map 58)	Each time a CROW is killed, the movement speed of the other CROWs increases (they only return to normal speed when attacking with their beaks).
Police Station, B1F Corridor A (Map 90)	One of the CROW2 that appears will drop an item that increases attack power by 1. *Only the first time it appears. If you successfully escape from that battle, it will not appear again.
Police Station, 3F Corridor A (Map 103)	The dropped item is a "tool." *Only the first time it appears. If you successfully escape from that battle, it will not appear again.
Police Station/Autopsy Room (Map 108)	The item that drops is a "panacea." *Only the first time it appears. If you successfully escape from that battle. ,two It never appears.

enemy name	Appearance location	レベル	HP	防御力	ATバー蓄積速度	クリティカルヒット率	EXP	BP	接触ダメージ	BPダメージ	逃走
CROW1	central park	8	35	18	65	15	6	6	2	3 possible	
CROW2	police station	12	35	22	65	15	6	6	23 possible		
CROW3	Chrysler Building 2nd to 10th floors	10	74	50	72	15	2	6	4	1 possible	

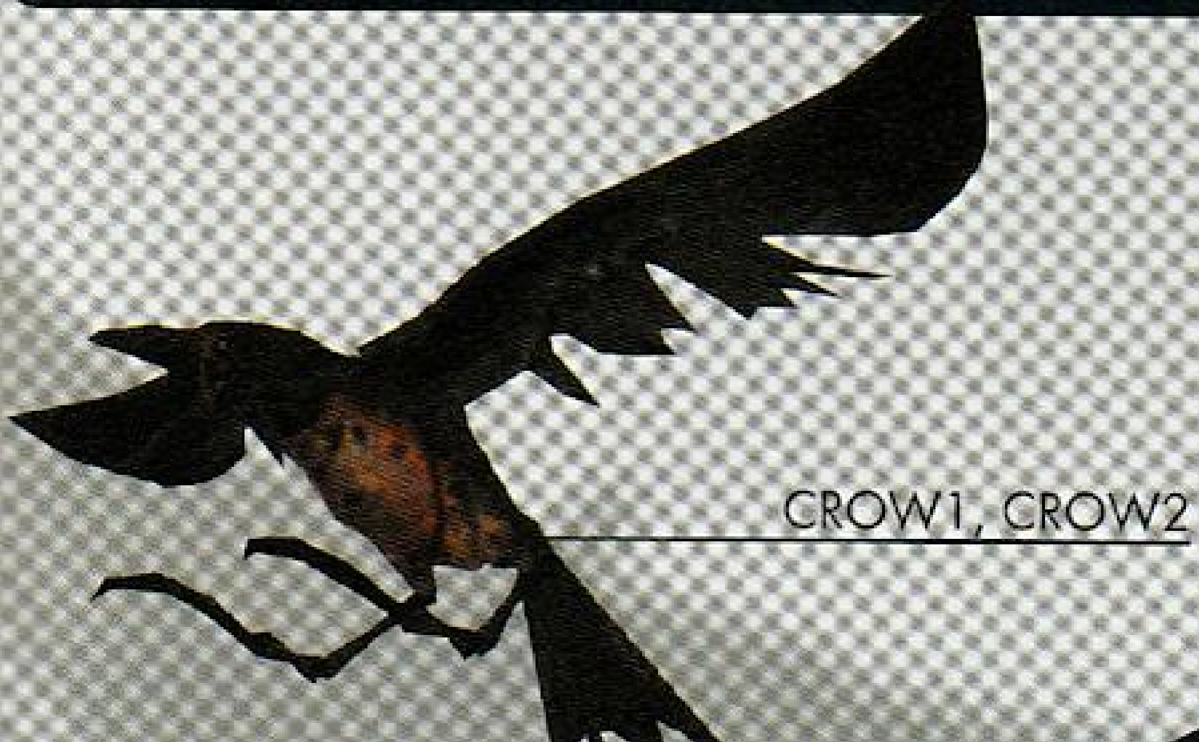
effective strategy

When the CROW comes towards you, attract it enough and then move backward or to the side. If the CROW's action at this time is "beak", this is your chance to land a close-range attack. If it is simply moving, you can only land an attack if it stops nearby.

Furthermore, if you have time to avoid it, it's okay to attack the enemy as they're coming towards you.



◆It's easy to avoid the "beak." Therefore, if you leave the CROW behind and kill other NMCs, you can safely recover your HP and PE bar. Once you've recovered enough, you can kill the CROW you left behind.



CROW1, CROW2

CROW3

Attacks used by CROW

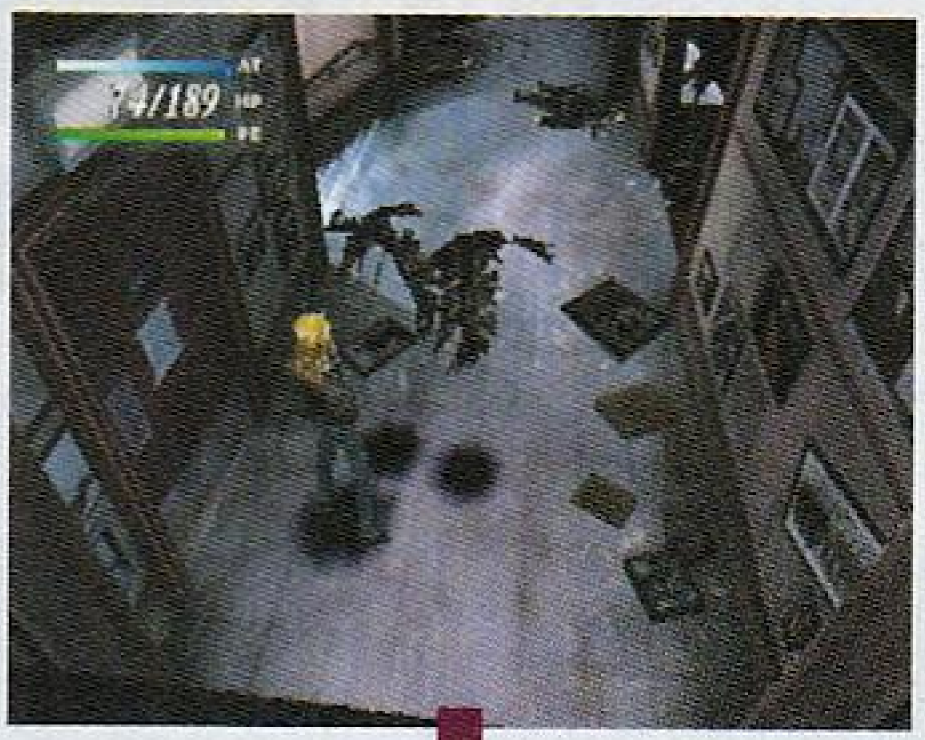
Beak... ························ · (Physical attack)

enemy name	Offensive power	Additional effects
CROW1	47	—
CROW2	82	—
CROW3	80+floors x 2	—

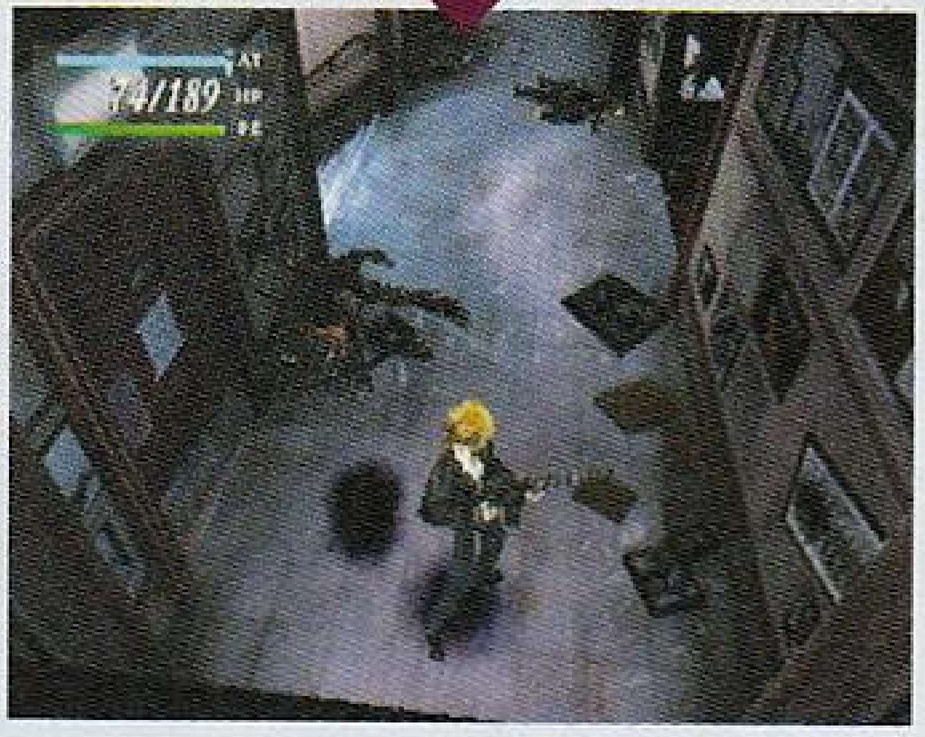
It flies towards Aya's head, and when it gets close, it flaps its wings and pecks her with its beak.

How to Avoid When the CROW comes flying

towards Aya, you can avoid it by attracting it enough and then increasing the distance or by going around to the enemy's side. The CROW will flap its wings as it approaches and before it attacks, so timing your dodge is not difficult.



"Even if multiple CROWS fly in at the same time, stay calm and look for an opening.

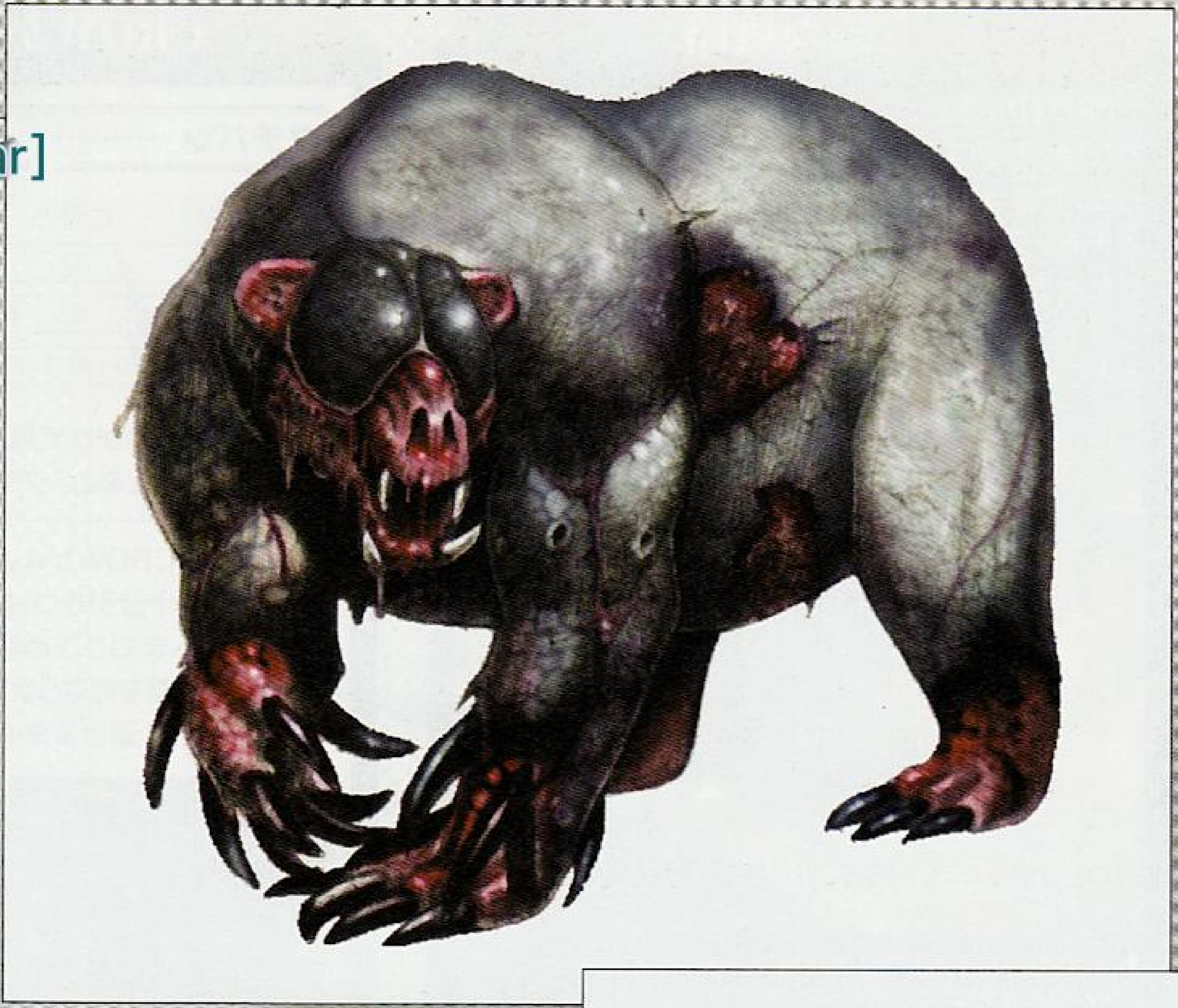


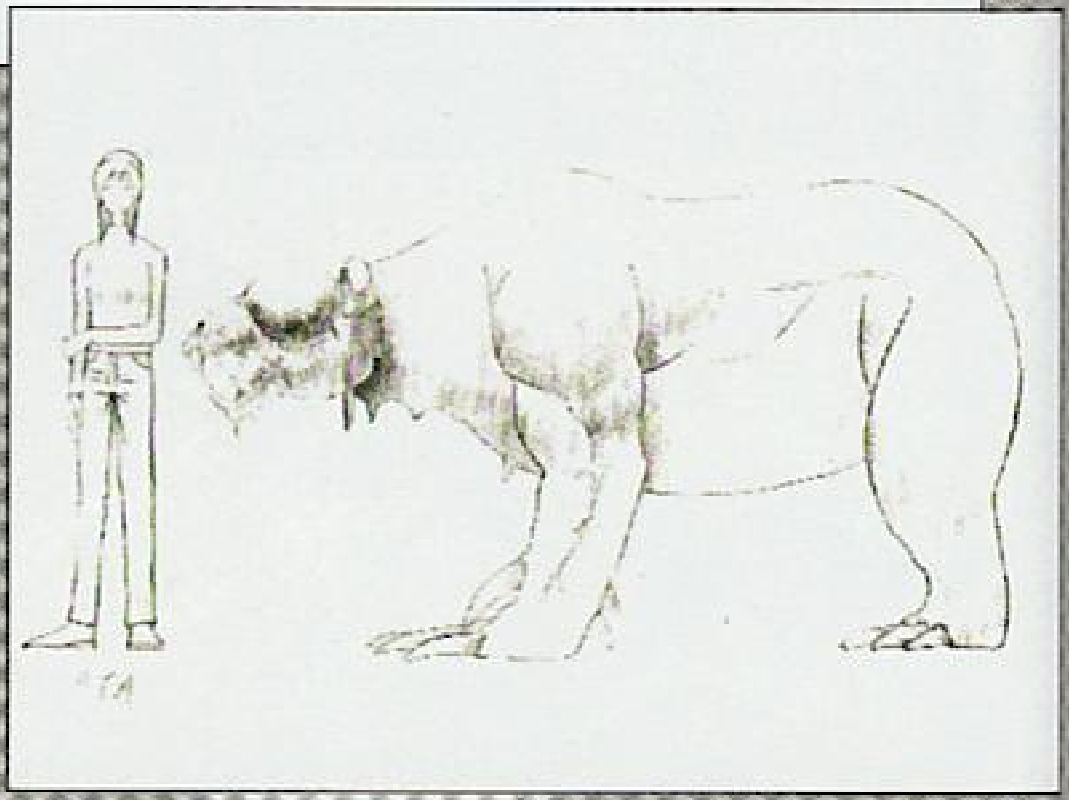
⬆It's not difficult to avoid CROW as long as you don't come into contact with it.

effectiveness		Success probability (%)							Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
heat	フリーズ	scan	スロウ	コンフューズ	トランキル	サイアナイド	アシッド	steal			
△	△	100	50	50	50	100	50	50	2 per second	Junk (80%), Recovery agent 1 (20%)	Junk (80%), Recovery Agent 2 (20%)
△	△	100	50	50	50	100	50	50	2 per second	Junk (80%), 1 healing potion (20%)	Junk (80%), Recovery Agent 2 (20%)
△	△	100	50	50	50	100	50	50	11 per second	Junk (80%), Recovery Agent 2 (20%)	Junk (80%), Recovery Agent 3 (20%)

BEAR

Bear [Polar bear]



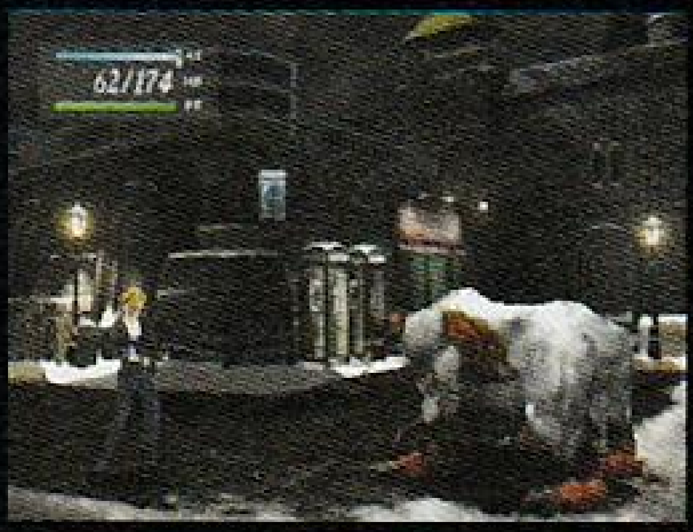


behavior pattern

It starts by howling and then begins to move. Its movements are usually slow, but when it "claws" or "falls down" it suddenly shows quick movements. There is no particular rule for the direction or distance it moves. On the other hand, which of its three types of attacks it will use is largely determined by the distance between it and Aya.

effective tactics

If you keep a certain distance, you can avoid all of BEAR's attacks by moving to the side (especially to BEAR's right hand side). Furthermore, BEAR's AT bar builds up slowly, so it will be vulnerable for a long time after an attack. Use that time to land your own attacks. If your weapon has the additional effect of "Heat," you can defeat it with fewer attacks.



◆The distance between them should be just enough so that one shadow of BEAR is between the shadows of BEAR and Aya.

enemy name	Place of appearance	レベル	HP	防御力	ATバー蓄積速度	クリティカルヒット率	EXP	BP	接触ダメージ	BPダメージ	逃走
BEAR1	central park	12	75	18	45	35	12	16	4		5 possible
BEAR2	Chrysler Building, 61st to 70th floors	53	1000	128	72		35 894 35 12 7 possible				

Attacks used by BEAR

Tsume (Physical attack)

enemy name	Offensive power	Additional effects
BEAR1	57	—
BEAR2	460 + floor number x 2	—

Used when they are close to each other. It will quickly pursue Aya, and when she gets close, it will swipe her with its right front paw (if she is close from the start, it will not chase her, but will suddenly turn towards her and swipe her with its right front paw).

How to Avoid If you see it pursuing you, you can avoid it by pulling it back a little and then moving to the side (BEAR's right hand side is best) or backwards. However, if it uses its "Claws" at close range, it will be difficult to dodge after seeing it, so you need to anticipate the attack and start moving to the side or backwards early.

Fall down... (Physical attack)

enemy name	Offensive power	Additional effects
BEAR1	65	—
BEAR2	520 + floor number x 2	—

Used when Aya is within a certain distance. It will quickly pursue Aya, and when she gets close, it will stand up and then fall on her (if it is close from the start, it will not chase her but will suddenly turn towards her and fall on her).

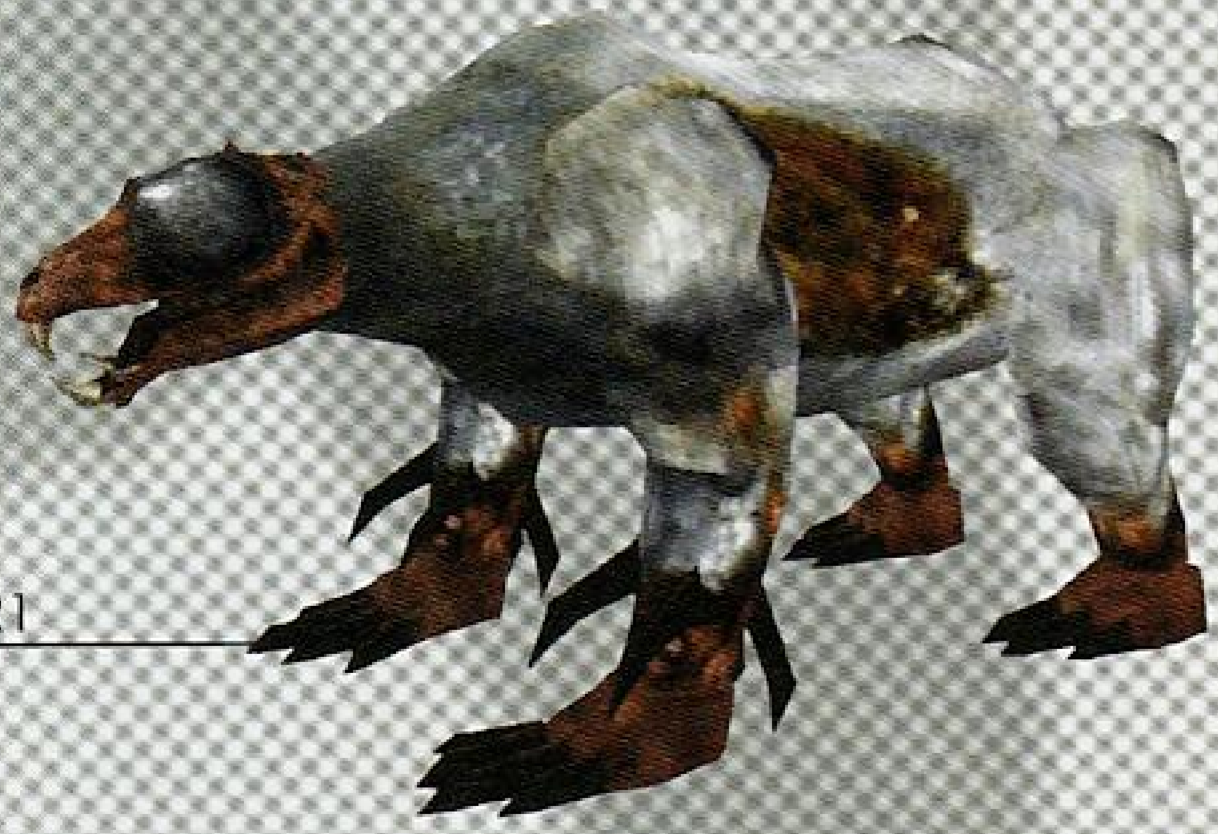
How to Avoid If you see it pursuing you, you can avoid it by moving to the side early. As with "Claws," it is difficult to see and avoid if it is used at close range, so read the timing when it will be used and start moving to the side before it does.

electric radiation (PE attack)

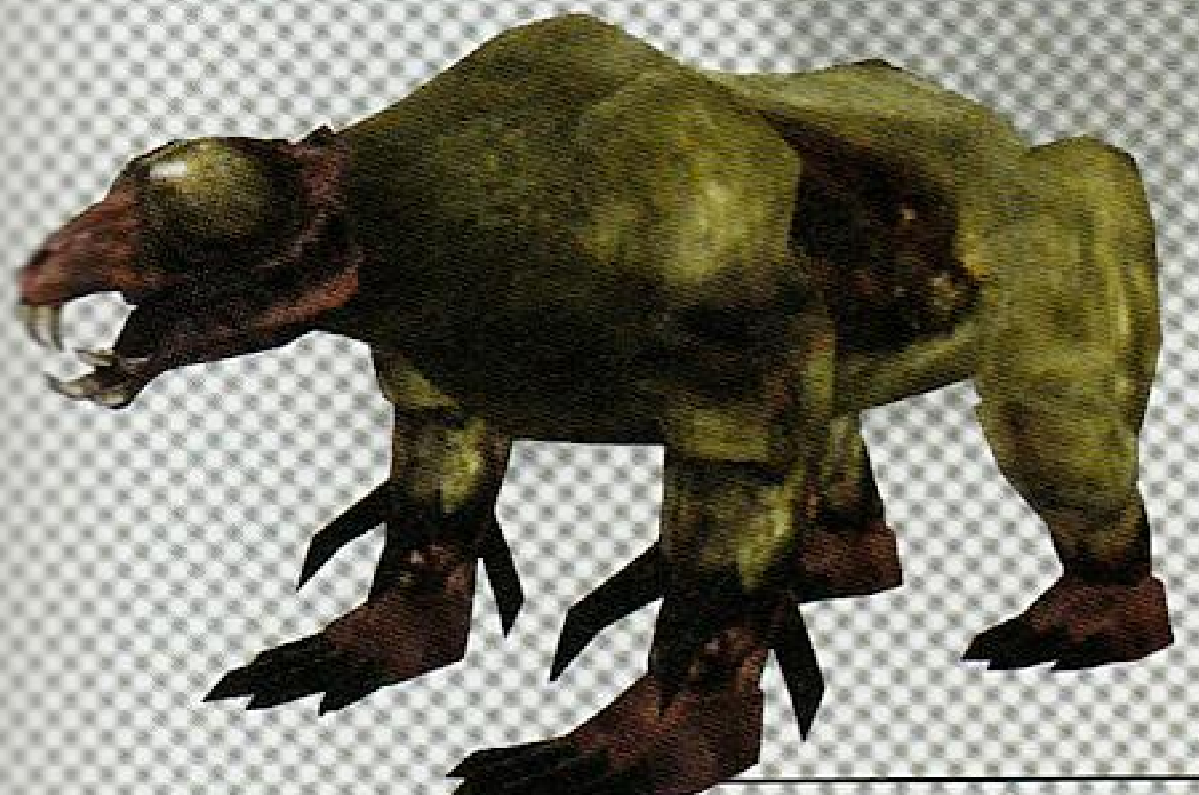
enemy name	Offensive power	Additional effects
BEAR1	52	—
BEAR2	380 + floor number x 2	—

Used when they are far apart. It faces Aya, raises both front legs, and fires two bolts of electricity that run along the ground. These bolts have the ability to track Aya for a short distance.

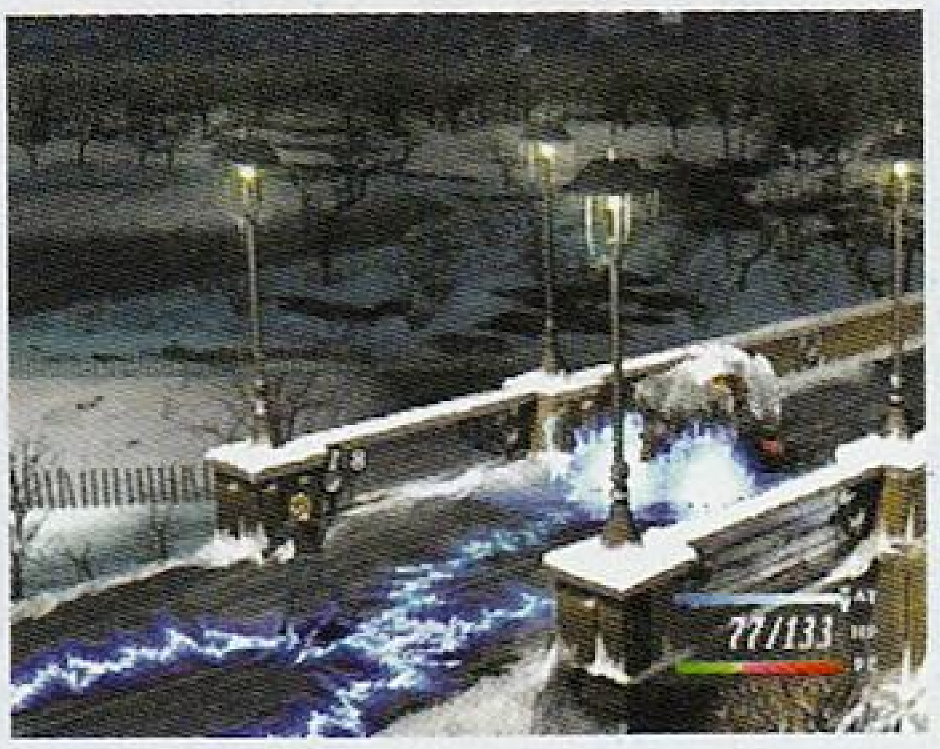
How to Avoid It: You can avoid it by moving to the side just before the lightning strike is fired. However, the greater the distance between you and BEAR, the lower your chances of success.



BEAR1



BEAR2

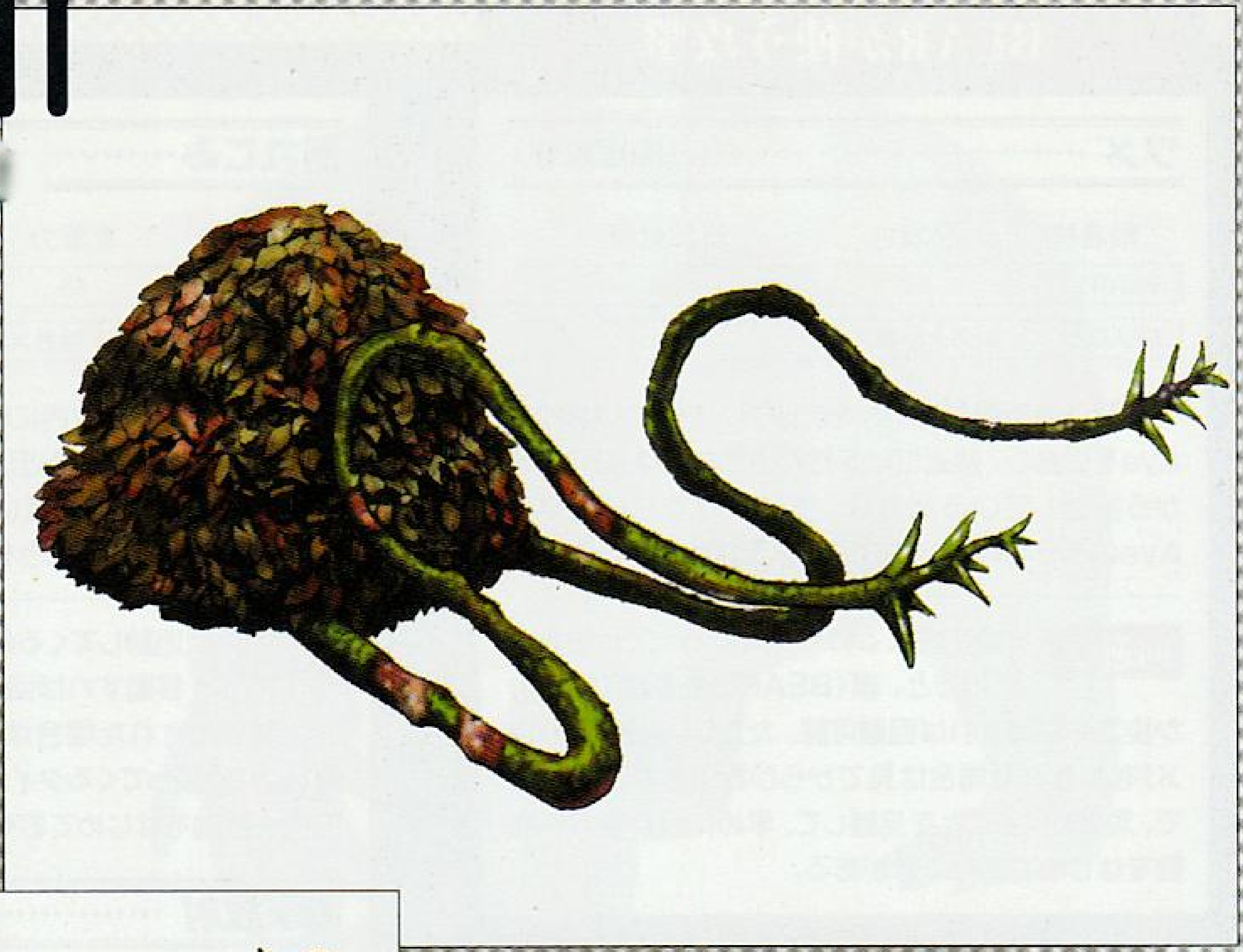


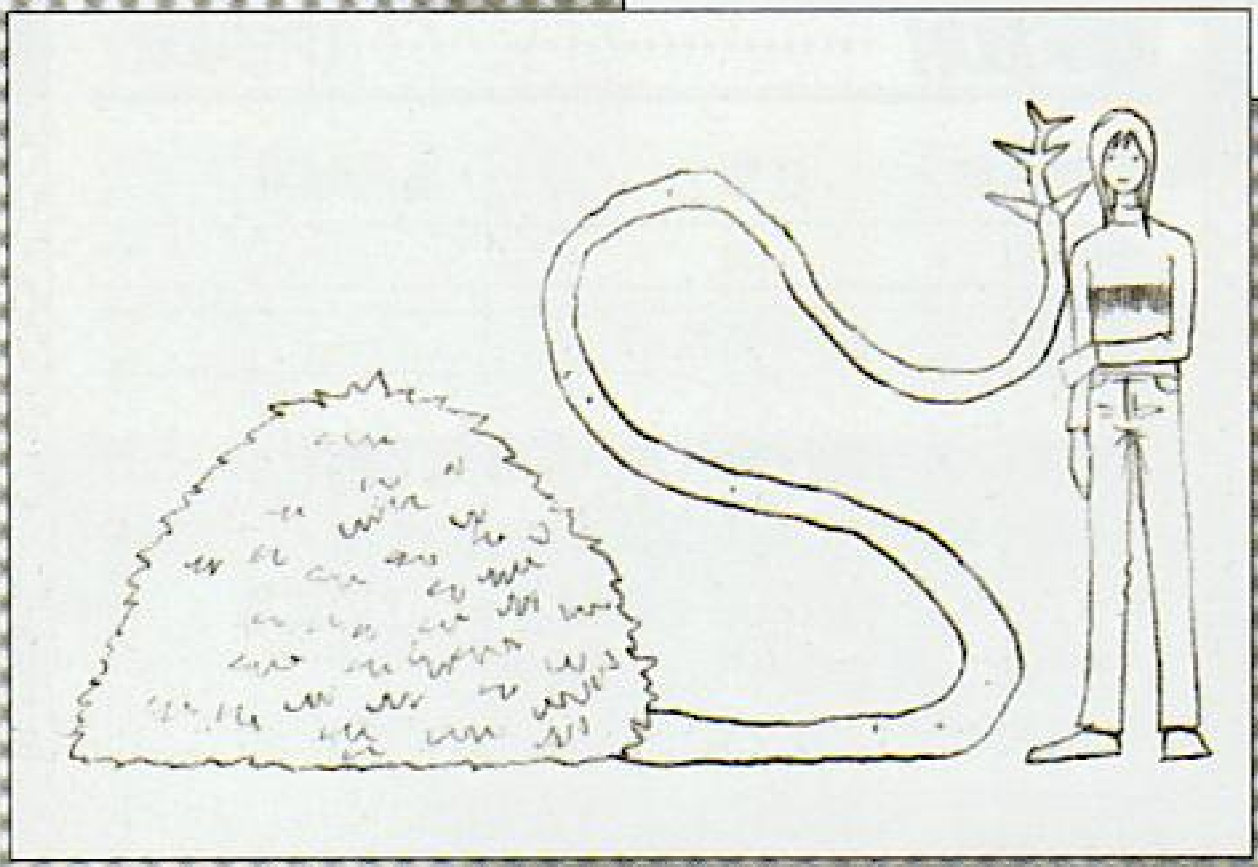
It is difficult to avoid even if you move. ◆ If the distance between you and BEAR is far, move to the side.

effectiveness		Success probability (%)							Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	フリーズ	スキャン	スロウ	コンフューズ	トランキル	サイアナイド	acid	steal			
○	△	100	50		0 0 50 50 50 2 per second					Bullet +15 (90%), Recovery agent 1 (10%)	+6 bullets (50%), bullets +15(50%)
○	△	100	50	50	100	50	50	50	24 per second	Healing agent 4 (5%) (not possessed, 95%)	Resuscitation drugs (5%), (not possessed: 95%)

PLANT

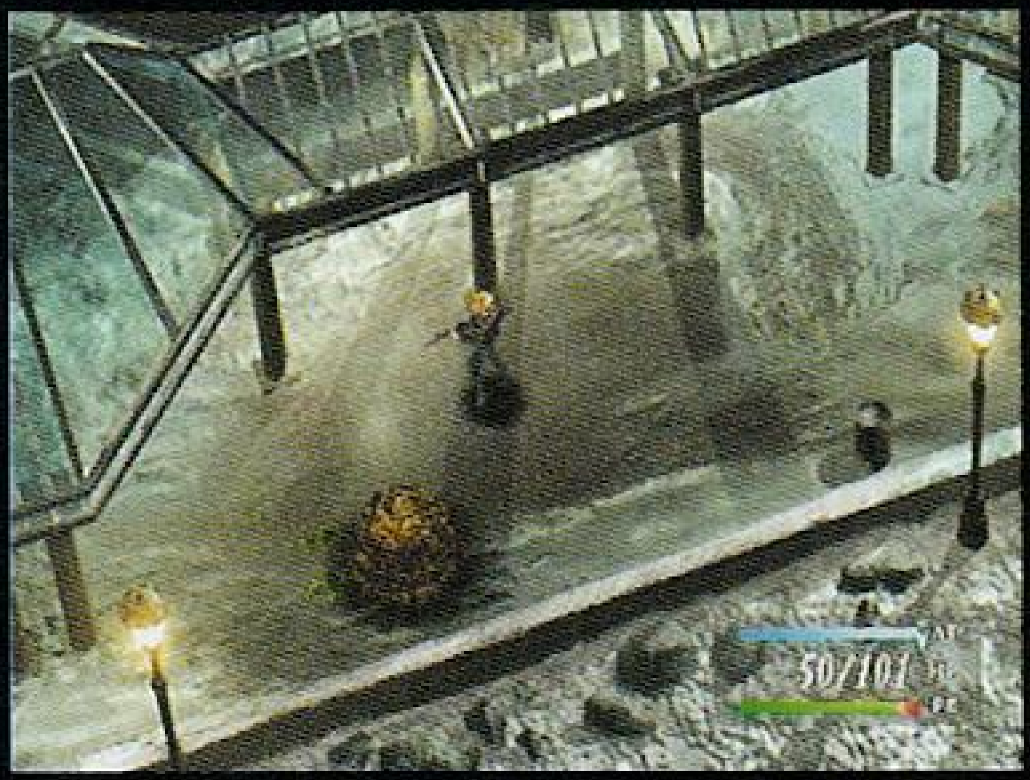
plant [plant]





effective tactics

Stand behind the PLANT and use its "Poison Mist" to lure it in, then dodge it and attack. As it is a plant, it is weak to the additional effects of "Heat."



↑depends on the location of other enemies and their actions, but It's a good idea to stand around here and cast "Poison Fog." It

behavior pattern

It will slowly move and rotate sideways before attacking, stopping for a while, then moving again... and repeat this process. Which attack it uses depends on whether Aya is directly in front of it or behind it (however, it will not attack if Aya is in front of it and out of the vine's attack range).

If Aya is directly in front of him at close range, he will simply move straight ahead, and if Aya tries to dodge to the side or if the two come into contact, he will immediately attack with his vines.

enemy name	Appearance location	level	HP	防御力	ATバー蓄積速度	クリティカルヒット率	EXP	BP	接触ダメージ	BPダメージ	逃走
PLANT1	central park	11	60	18	60	15	10	9		34	possible
PLANT2	Chrysler Building, 21st to 40th floors	21	280	65	48	15	27	15	10	5	possible

Attacks used by PLANT

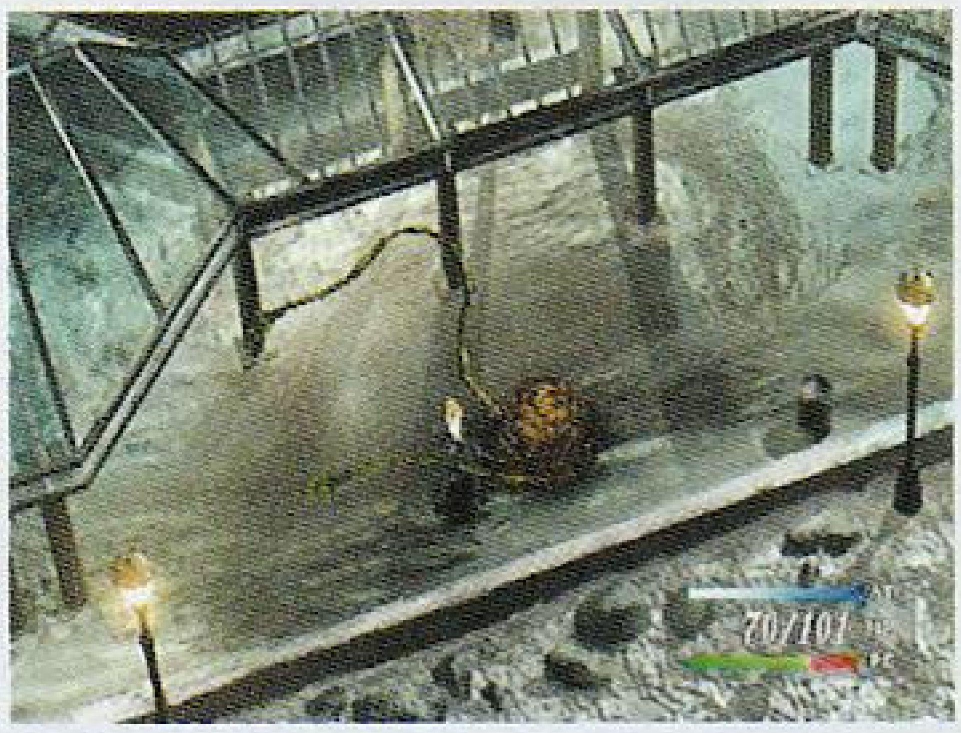
Ivy ....(Physical attack)

enemy name	Offensive power	Additional effects
PLANT1	55	——
PLANT2	128 + floor number x 2	——

Used when Aya is within attack range. After extending two vines, swing the one closest to Aya.

How to Avoid Wait in front of the PLANT

(slightly to the side) and move directly in front of it at the moment it extends its vines. If you are directly in front of it at close range from the start, the PLANT will come straight at you, so it's important to wait slightly to the side. The best way to deal with this is to stand behind the PLANT and prevent it from using its vines.



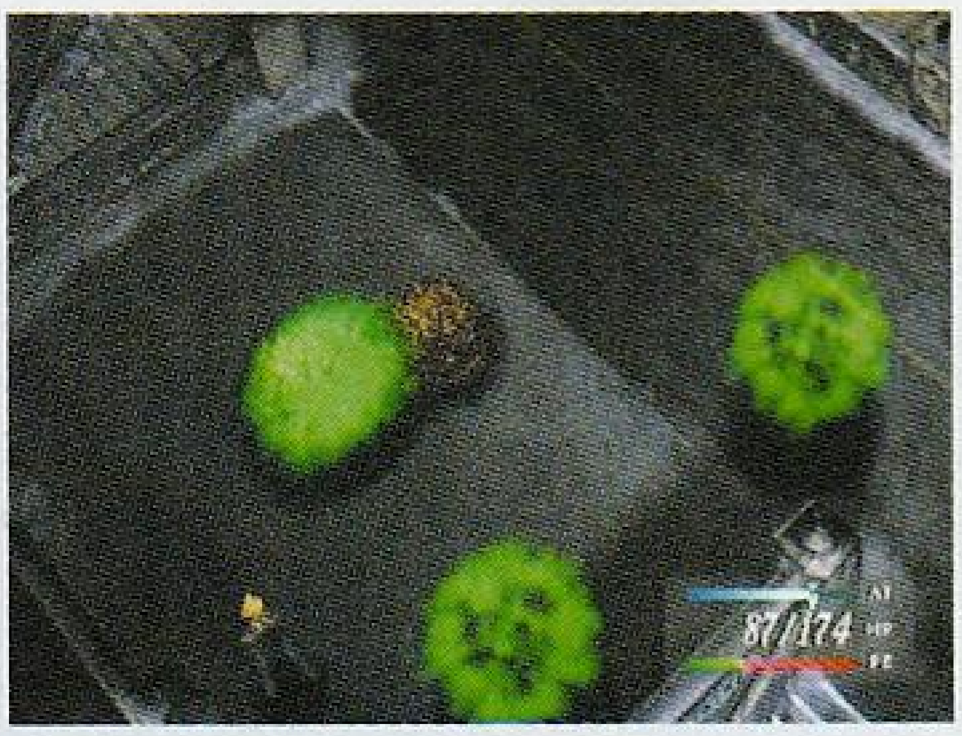
Before entering, you need to make the ivy appear. The location in the photo is the ivy's safe zone, but

poisonous fog .... (PE attack)

enemy name	Offensive power	Additional effects
PLANT1	50	Poison (8 damage per 80 seconds)
PLANT2 138 + Floor x 2 Poison (12 damage per 120 seconds for 30 minutes)		

Used when Aya is behind. After shaking her body, she retracts her vines and simultaneously shoots poison mist in three directions behind her. If the poison mist flies slowly, it will disappear in a short time. If the poison mist flies fast, it will stop after traveling a certain distance and remain in place for a long time. Regardless of whether ただし the flying speed is fast or slow, if the poison mist hits an obstacle such as a wall or pillar, it will disappear immediately.

Workaround If you see PLANT shaking its body and then move around to the side, you can easily avoid it.



The poison mist will stop where it is and will not disappear for a long time.

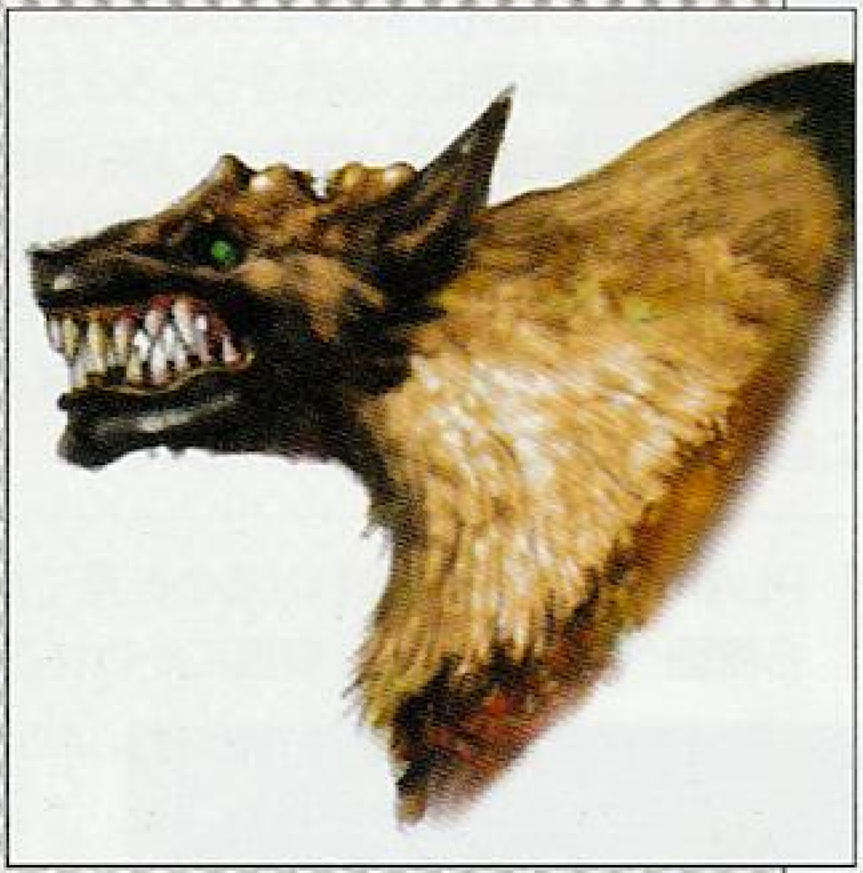
PLANT1

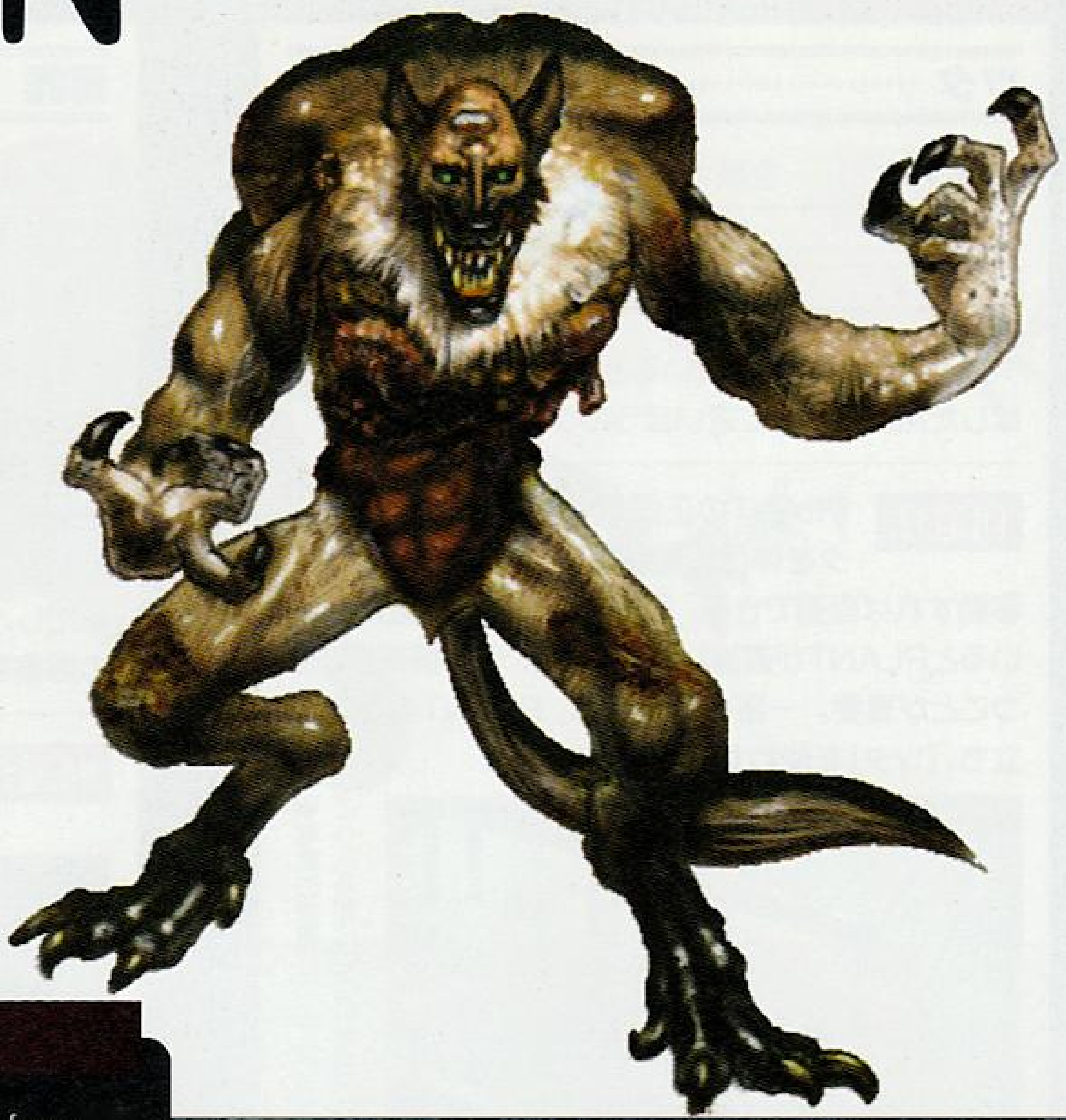
PLANT2

effectiveness		Success probability (%)							Additional damage	Dropped items	Items that can be stolen
ヒート	フリーズ	allャン	スロウ	コンフューズ	トランキル	サイアナイド	アシッド	steal	from.acid	(probability in parentheses)	(probability of appearance is in parentheses)
○	△	100	50	50	0	0	0	50	——	+6 Ammo (90%), Poison Cure (10%)	Ammo +6 (80%), Poison Cure (20%)
○	△	100	50	50	0	0	0	50	——	Healing Agent 2 (80%), Poison Cure (20%)	Healing agent 3 (20%), (not possessed, 80%)

DOGMAN

Dog Man [illegible]





behavior pattern

To summarize its actions succinctly, it repeats the cycle of move → stop → attack → move. When it stops, it turns its body towards Aya. The direction and distance of movement, as well as the attack used, are all determined randomly. When it uses "One-Handed Claw" or "Two-Handed Claw" when it is far away from Aya, it will first chase after Aya, but its movement speed at this time is faster than when moving normally.

effective tactics

"Wave" and "Two-Handed Claws" are difficult to avoid, so prepare to take some damage and aim to defeat him as quickly as possible. However, try to avoid at least all attacks other than "Wave." One strategy is to circle around DOGMAN to avoid his "One-Handed Claws" and "Two-Handed Claws," but the problem is that this becomes impossible if DOGMAN is against a wall (you won't be able to get around him).

◆A formidable enemy with troublesome "waves" and "two-handed claws." You need to challenge it in a short battle without fear of damage.

enemy name	Appearance location	レベル	HP	防御力	ATバー蓄積速度	クリティカルヒット率	EXP	BP	接触ダメージ	BPダメージ	逃走
DOGMAN1	police station	17	102	20	70	40	39	15	4	10	possible
BIG-DOGMAN	Police station (3F warehouse A)	18	150	25	100	45	45	23	5	10	Not possible
DOGMAN2	Chrysler Building, 61st to 70th floors	52	980	120	96	40	920	44	16	11	possible

Attacks used by DOGMAN

one hand claw •••••••••••••••••••••••••• · (Physical attack)

enemy name	Offensive power	Additional effects
DOGMAN1	88	—
BIG-DOGMAN	108	—
DOGMAN2	400+floors x 2	—

Chase Aya, and when you are close, hold your right hand and then swing it down. However, if you are close to each other from the start, do not chase her, but immediately start holding your right hand.

"How to avoid it: Wait until DOGMAN gets close and then move to the side to easily avoid it. You can also avoid it by moving away from him, but if you move too slowly you will be attacked.

Both hands... •••••••••••••••••••••••• · (Physical attack)

enemy name	Offensive power	Additional effects
DOGMAN1	82	—
BIG-DOGMAN	98	—
DOGMAN2	480+Number of floors x 2	—

He turns towards Aya, then chases her, and once they are close together, he swings both hands down. This is characterized by the fact that the movement up to the point of swinging his hands down is quicker than in "One-Handed Claw." If the distance between them is close from the start, he does not perform the chasing movement, just like in "One-Handed Claw."

"Evade Method" The same evasion method as "One-Handed Claw" can be used, but it is not easy to avoid because you need to move at the same time as DOGMAN stops and starts raising both hands. However, if you are in Haste state, the success rate of evasion will be higher.

wave •••••••••••••••••••••••••••••••• (PE attack)

enemy name	Offensive power	Additional effects
DOGMAN1	77	Defense power decreased
BIG-DOGMAN	HP halved	—
DOGMAN2	300+floors x 2	Defense power decreased

After shaking its body, it emits waves around it. The attack hits the entire screen. DOGMAN1 and DOGMAN2 have the additional effect of lowering defense, while BIG-DOGMAN reduces Aya's remaining HP by half (rounded up).

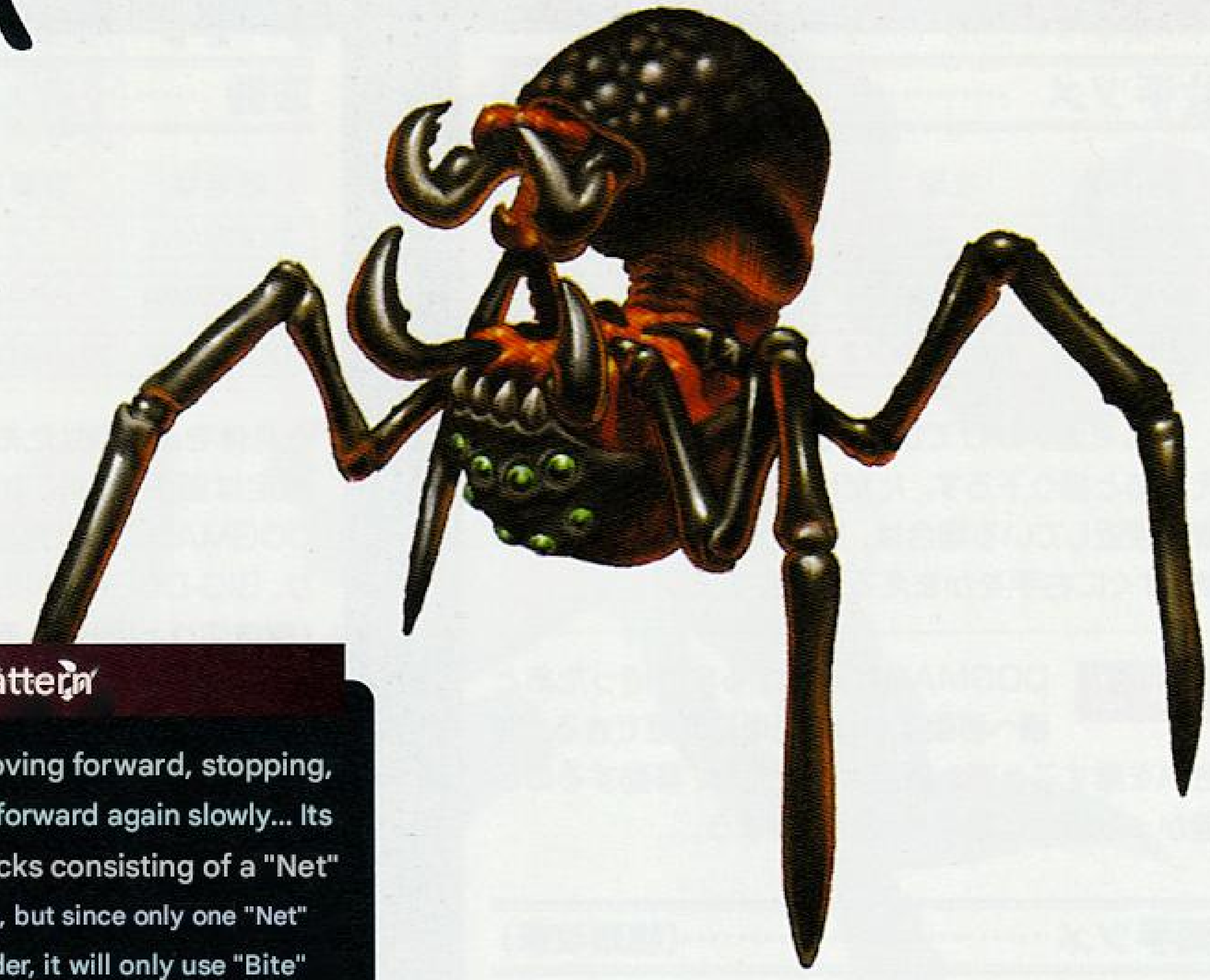
回避法 It cannot be avoided by moving. It can only be avoided immediately after being revived with a resuscitation potion or the effects of "Pre-raise," or by using a certain method (→P.291). The only one that can be completely negated by "Barrier" is BIG-DOGMAN's "Wave" (reducing damage received to zero without reducing the PE bar).

DOGMAN1
BIG-DOGMAN,
DOGMAN2

effectiveness		Success probability (%)							Additional damage from acid	Dropped items (probability (of appearance is in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	フリーズ	スキャン tree	スロウ	コンフューズ	トランキル	サイアナイド	アシッド	steal			
△	△	100	0	0 0 50 50 50 2 per second 2 potions (80%), junk (20%)							Recovery agent 1 (80%), 3 Healing Potions (20%)
△	△	100	0	0	0	50	50		50 2 per second	SG550 (100%)	Defense power +1 (80%), Defense power +2 (20%)
Δ100	△		0	50	50	50	50		50 45 per second	Ammo +30 (95%), Revive Potion (5%)	Healing agent 4 (20%), (not possessed, 80%)

SPIDER

Spider



behavior pattern

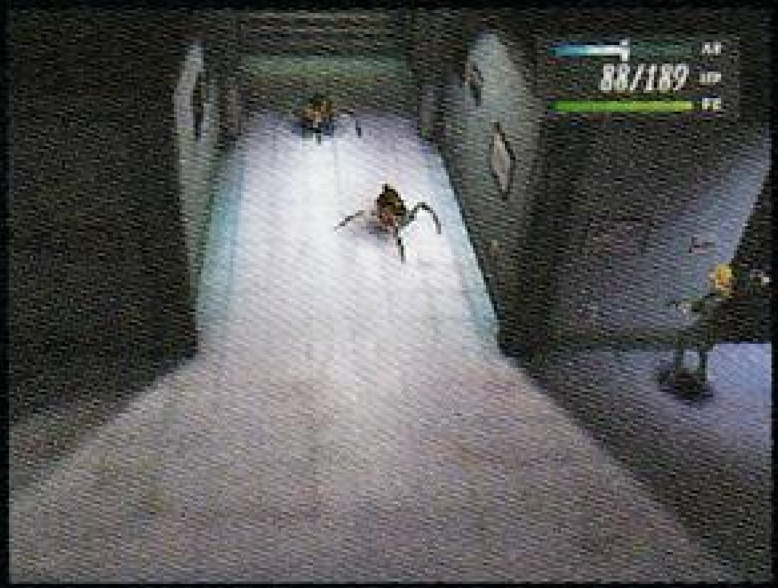
It wanders around, slowly moving forward, stopping, changing direction, then moving forward again slowly... Its unique attack is a series of attacks consisting of a "Net" followed by a "Bite" as it chases Aya, but since only one "Net" can be placed on the floor per Spider, it will only use "Bite" until it disappears. Also, it will only use "Bite" if Aya is nearby, even if it has not placed a "Net".

SPIDER3 is the only one with a fast movement speed, but in exchange he does not use "Bite" to chase after Aya.

effective strategy

Since the sudden "Bite" attack is difficult to avoid at close range, keep a certain distance between you and the enemy. When you see the "Net" attack, move in as close as you can, then move away at the right time to allow the net to be extended in front of you. This kills two birds with one stone, leaving you with space behind you to dodge the "Bite." If Aya steps on the "Net," the attack judgment is lost at that point, so it's no problem to step on it again after that.

The "bite" that chases Aya can be avoided with a fairly high probability by using the shoot-and-run strategy (→ P.90) or by following the countermeasures on the right page.



◆In certain locations within the police station, it is effective to "hide" by using obstacles such as walls in the hallway (→P.90).

enemy name	Appearance location	level	HP	Defense power	speedAT-bar 蓄積速度 accumulation	critical hit rate	EXP	BP	接触ダメージ	BPダメージ	逃走
SPIDER1	police station	15	78	20	60	28	20	13	3	6	Possible -
SPIDER2	Hospital (Gondola B)	22	152	30	80	60	20	24	3	6	Not possible
SPIDER3	Pier 3 Warehouse	26	242	40	50	28	185	32	6	9	possible
SPIDER4	Chrysler Building, 21st to 30th floors	23	205	68	80	28	23	15	6	3	possible

※1・・・The item dropped by SPIDER1 is "Recovery Potion 3 (100%)" only when he appears in the autopsy room of the police station on Map 108.

Attacks used by SPIDER

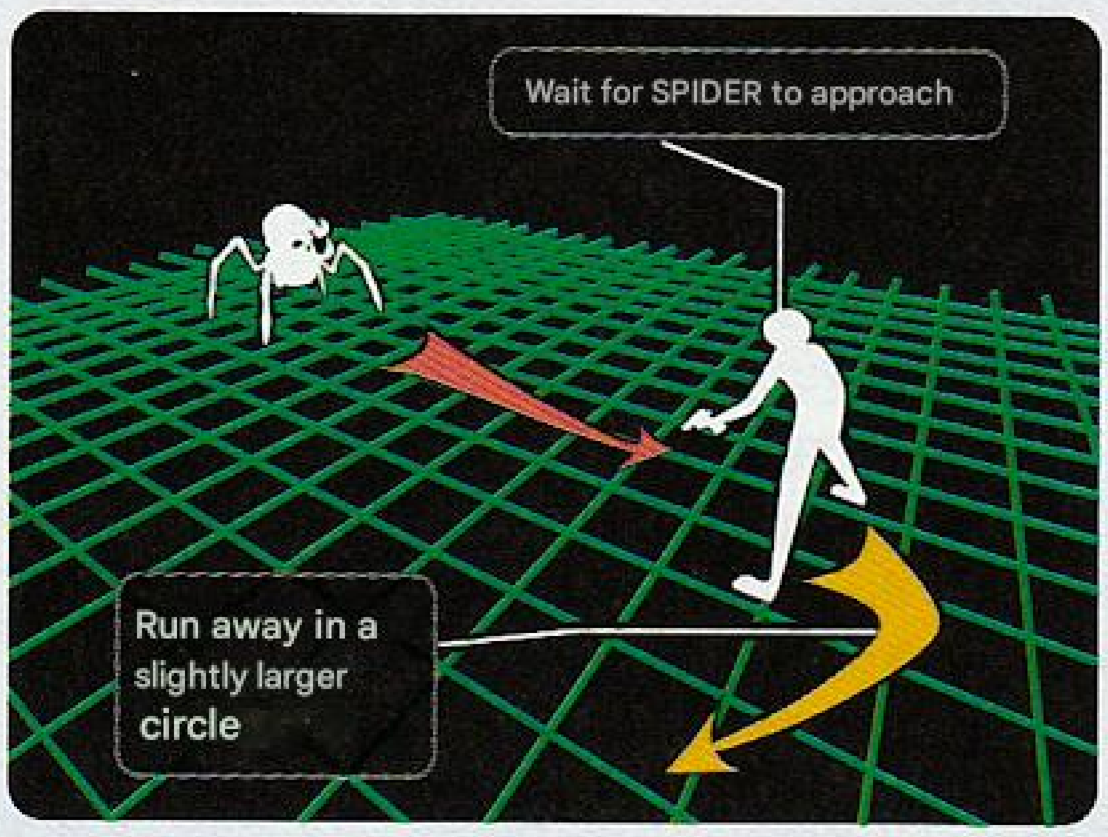
Biting •••••••••••••••••••••••••••• ...(Physical attack)

enemy name	Offensive power	Additional effects
SPIDER1	85	——
SPIDER2	96	——
SPIDER3	178	——
SPIDER4	152 + floor number x 2	——

If they are close to each other, he will stay in place and bite Aya. If they are far apart, he will chase her and bite her when they get close.

"Evade method: Bite used at close range" is an attack It's almost impossible to avoid unless you move to the side before it comes, so it's best to stay away from SPIDER. The "bite" that chases Aya is relatively easy to avoid if you lure SPIDER in, then run backwards, as shown in the image below, and immediately turn left or right. Note that both "bites" have a wider attack range in front than they appear, so simply running backwards will likely result in you being hit.

● How to avoid "bites"


Wait for SPIDER to approach
Run away in a slightly larger circle

net ••••••••••••••••••••••••••••• (PE attack)

enemy name	Offensive power	Additional effects
SPIDER1	77	Slow (low speed)
SPIDER2	88	Slow (low speed)
SPIDER3	190	Slow (low speed)
SPIDER4	10(+Number of floors x2	Slow (low speed)

After locating Aya, it spits out spider webs aimed at her feet and creates a net on the floor.

How to Avoid When the enemy begins the

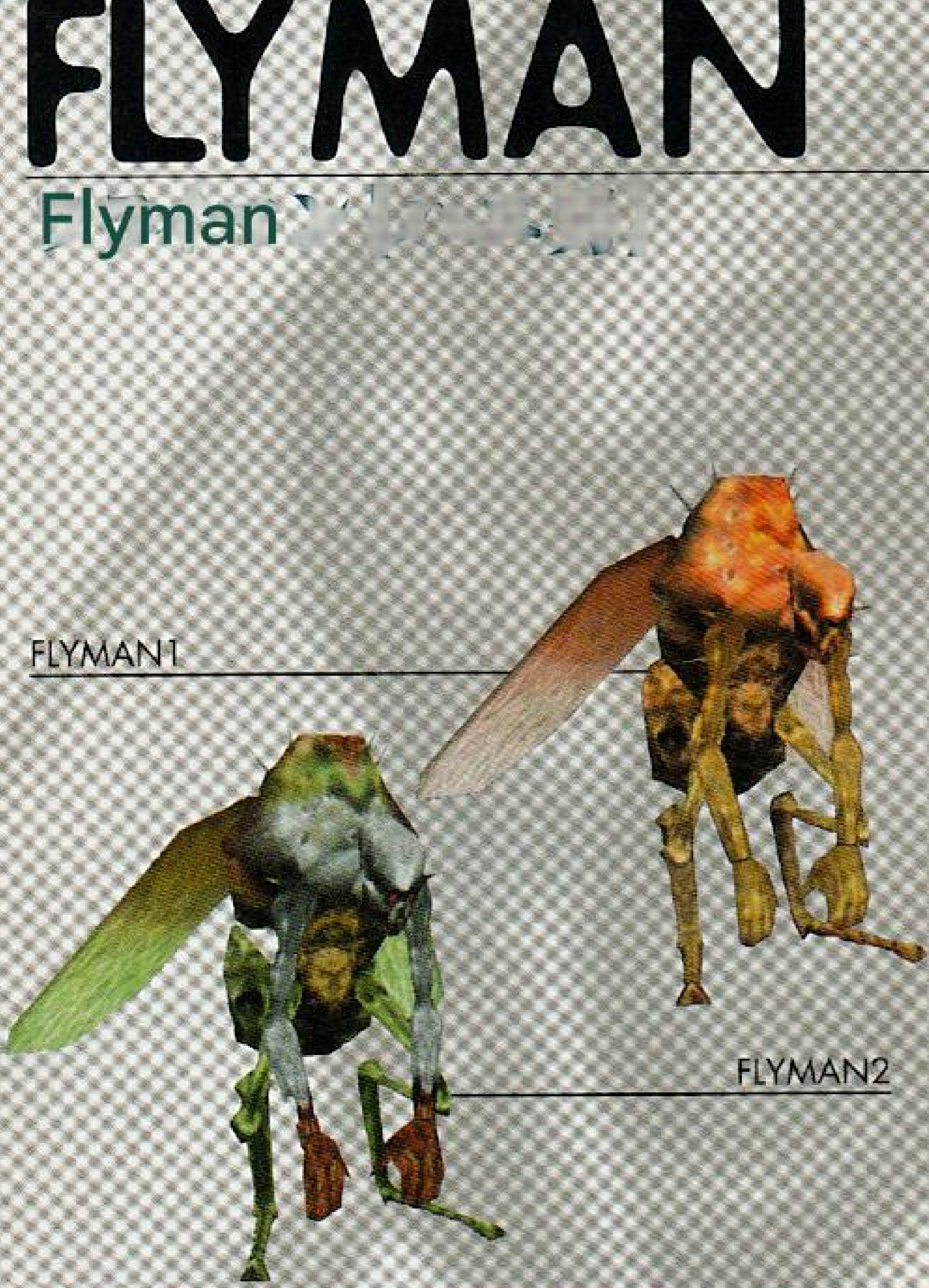
"Net" action (tilting their head backward), there is no problem if you simply move away from the area. If possible, as mentioned in the "Effective Strategies" section, you should try to lure the enemy into a position where you can avoid the "Bite" attack.

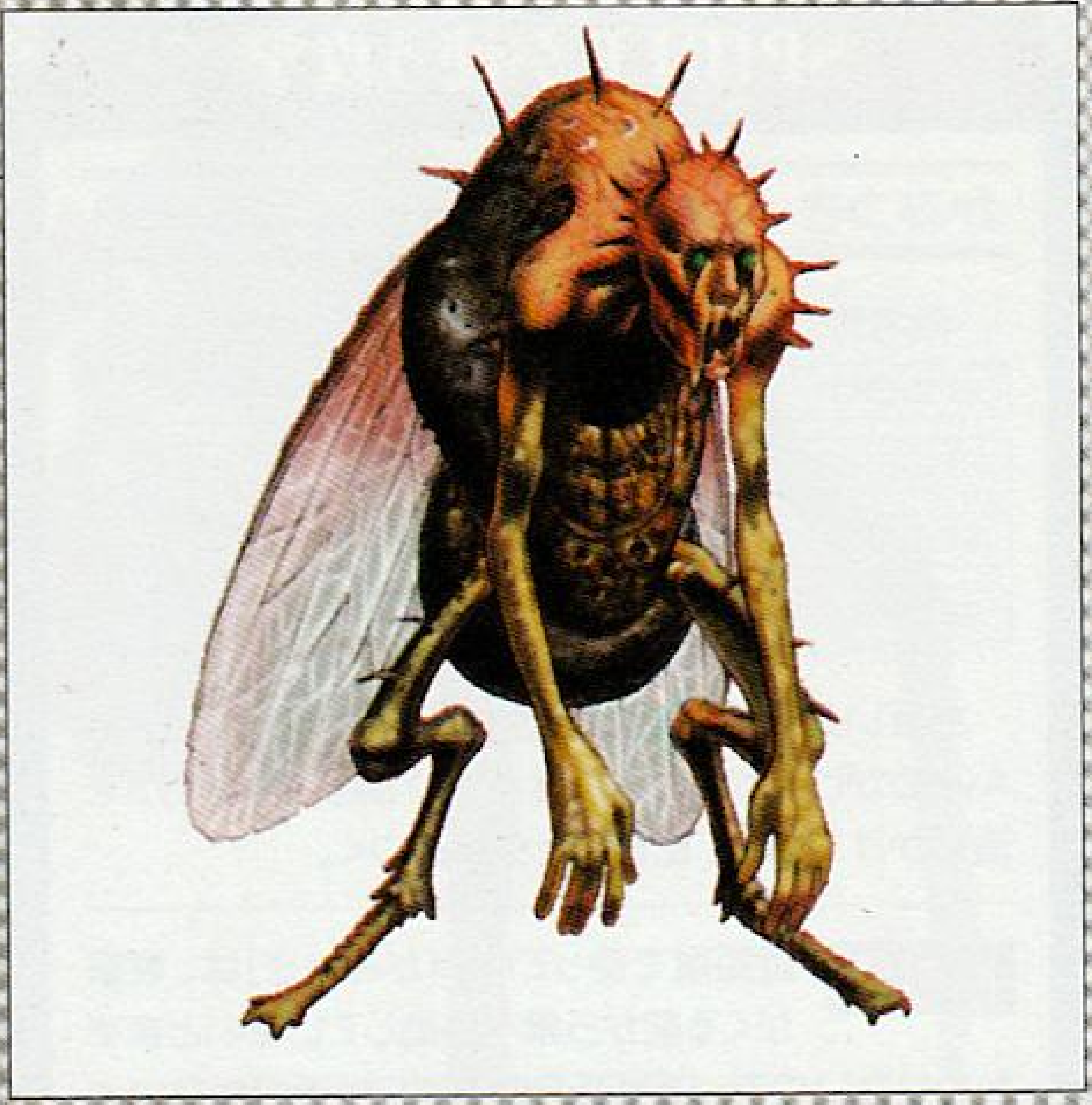
SPIDER1, SPIDER2
SPIDER3, SPIDER4

effectiveness		Success probability (%)							Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	フリーズ	スキャン	スロウ	コンフューズ	トランキル	サイアナイド	アシッド	steal			
△	○	100	100	100	0	0	50	100	2 per second	Bullet +15 (80%), Mobility restriction medication (20%)*1	Ammo +6 (50%), Ammo +15 (50%)
△	0	100	100	100	0	0	50	100	2 per second	mobility-limiting medications (80%); Ammo +15 (20%)	Attack power +1 (80%), Attack power +2 (20%)
○	△	100	0	0	0	0	0	50	——	弾+30(100%)	Mobility-limiting medication (100%)
△	○	100	100	100	0	0	0	100	——	+30 bullets (20%), (non-possessed 80%)	Mobility-limiting medication (95%), resuscitation medication (5%)

FLYMAN

Flyman





behavior pattern

Its normal movement speed is slow, but when it approaches Aya to release the "mucus", it moves at high speed. After attacking, it stops moving for a while.

effective strategy

It's an easy opponent to fight normally. However, since it becomes difficult to move when it scatters "mucus" over a wide area, avoid it by moving as little as possible. Another option is to put it to sleep with the additional effect of "Tranquil."

Attacks used by FLYMAN

mucus ······································ · (PE attack)

enemy name	Offensive power	Additional effects
FLYMAN1	98	Slow (low speed)
FLYMAN2 100+floors x 2		Slow (low speed)

If the FLYMAN chases Aya and gets close to her, it will first spit out three shots in a row, then after a short delay it will turn towards Aya and spit out another shot of mucus. The mucus will fall to the floor and an attack box will appear (the box itself is smaller than it looks). After the attack, the FLYMAN will be unable to act for a while. However, if it has not been able to get close to Aya after chasing her for a certain amount of time, it will give up attacking and move normally.

"How to avoid" Just be careful of the final shot that comes after a time lag and avoid it, and you'll be fine.

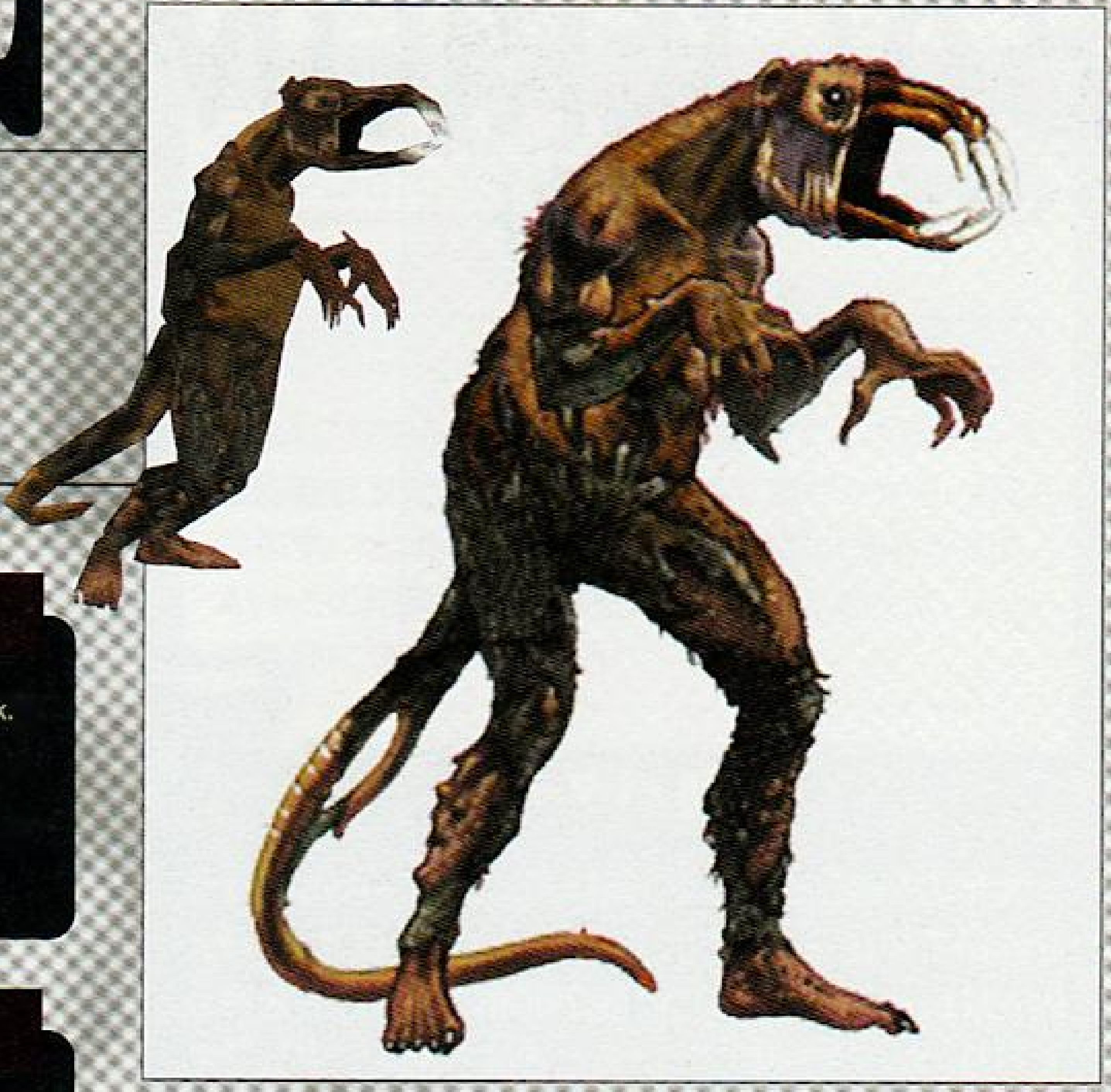
enemy name	Appearance location	レベル	HP	防御力	ATバー蓄積速度	クリティカルヒット率	EXP	BP	接触ダメージ	BPダメージ	逃走
FLYMAN1	hospital	19	118	33	100	20		86 9 45 possible			
FLYMAN2	Chrysler Building, 21st to 40th floors	22	240	60	72	20	15	12 5 4 possible			

effectiveness		Success probability (%)							Additional damage	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
heat	Freeze	スキャン scan	スロウ	コンフューズ	トランキル	サイアナイド	アシッド	steal	from acid		
×	○	100	50	0	50	0	0	50	—	Recovery Agent 2 (80%) Movement Restriction Medicine (20%)	Ammo +6 (50%), Movement Restriction (50%)
×		0 100 0 0 50				0	0	50	—	mobility-limiting medications (80%); Recovery Agent 3 (20%)	Healing agent 3 (5%) (not possessed, 95%)

RATMAN

Ratman

RATMAN1, RATMAN2



behavior pattern

He bounces around randomly, then stops and begins his attack. The attack he uses is determined by his distance from Aya. He has a similar characteristic to FLYMAN in that he stops moving as long as the "fireball" he throws remains on the screen.

effective strategy

The "fireballs" are surprisingly difficult to dodge, so focus on attacking rather than dodging and defeat them quickly.

Attacks used by RATMAN

Biting (Physical attack)

enemy name	Offensive power	Additional effects
RATMAN1	110	——
RATMAN2	200+floors x 2	——

Occasionally used at close range. Aya is targeted and bitten.

How to avoid it: It is impossible to dodge after seeing it, but since the attack range is narrow, you will not be affected if you move around to avoid getting too close to RATMAN.

fireball (PE attack)

enemy name	Offensive power	Additional effects
RATMAN1	117	——
RATMAN2	275+floors x 2	——

He grabs the fireball lit on his tail with his right hand and throws it. If he is close to Aya, he will use it after getting close to her. The ball bounces off obstacles and walls, gradually slowing down in flight, and will explode when it stops or hits Aya (the blast also counts as an attack). The thrower will crouch down and hold his head until the ball explodes and disappears.

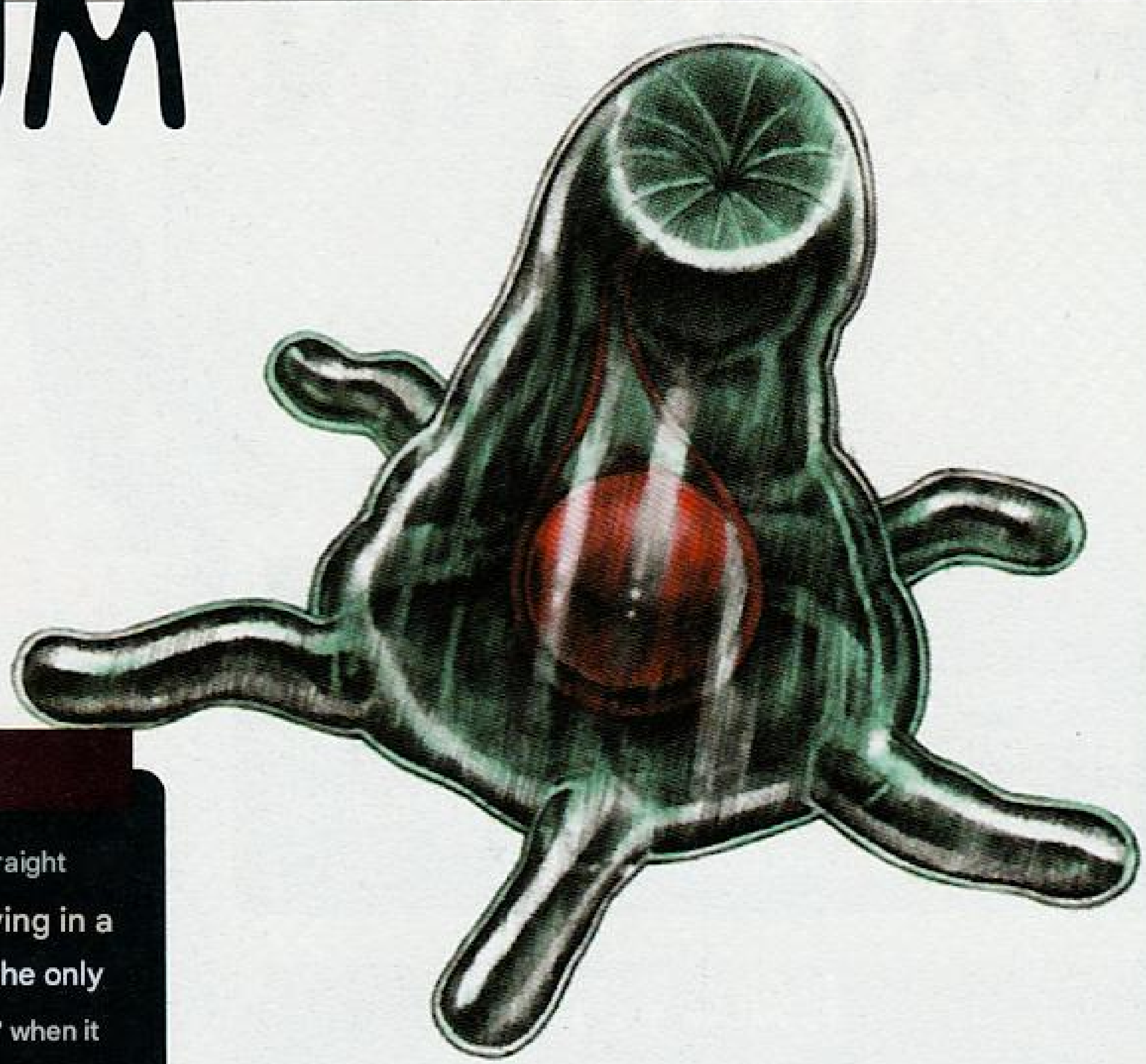
How to avoid: Determine a safe location from the angle of the ball's flight and move there. However, the ball's movement can be difficult to predict, as it sometimes bounces off at unexpected angles.

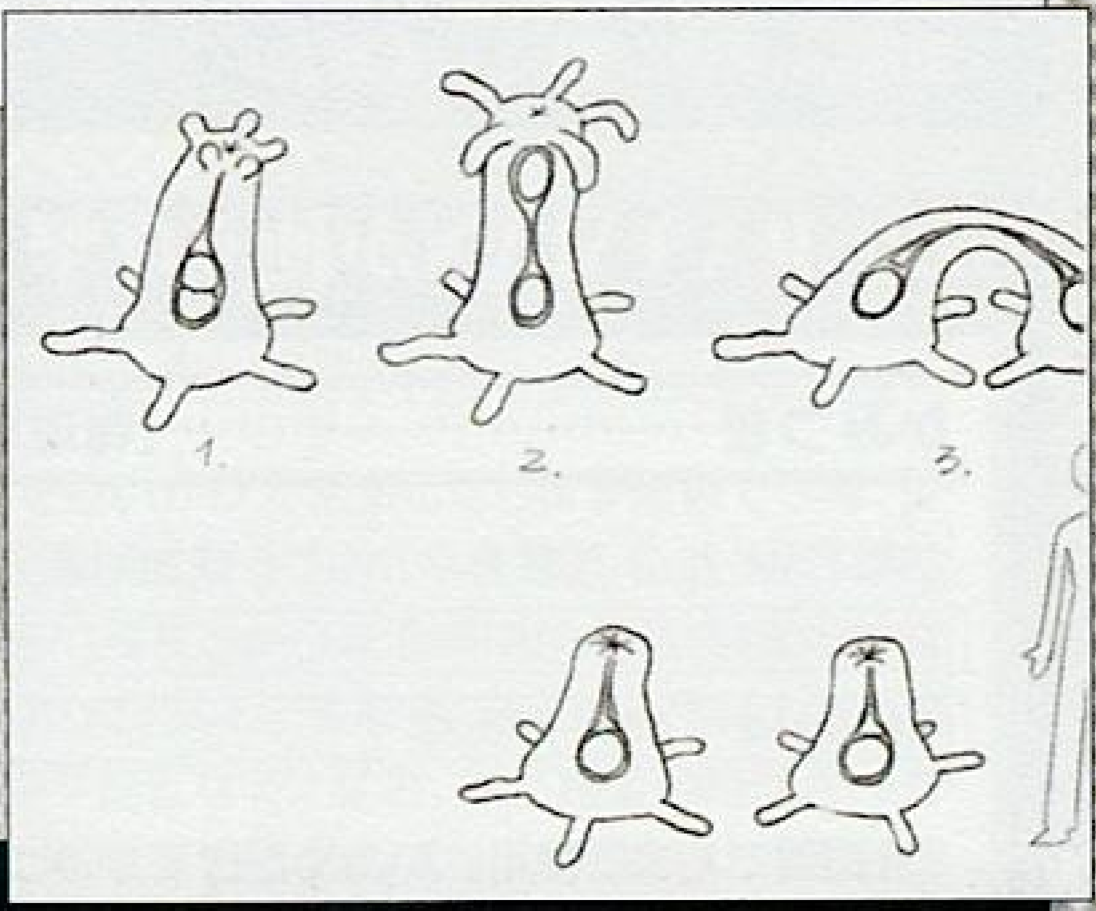
enemy name	Place of appearance	level	HP	Defense power	speed AT bar Accumulation	Critical Hit rate	EXP	B.P.	contact damage	B.P. damage	escape
RATMAN1	hospital	20	126	33	75	32	92	11	4	6	Possible
RATMAN2	Chrysler Building, 51st to 60th floors	45	715	104	72	32	364	28	12	7	possible

effectiveness		Success probability (%)							Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	フリーズ	スキャン	スロウ	コンフューズ	トランキル	サイアナイド	アシッド	steal			
○	×	100	50	0	0	100	50	50	2 per second	回復剤2 (30%), Recovery Agent 2 (30%), Ammo+6 (30%), (Not possessed: 40%)	+6 bullets (50%), 2 healing potions (50%)
ΔX		100	50	0	0	100	50	50	26 bullets per second	+15 (80%), bullets +30 (20%)	Resuscitation drugs (5%), (not possessed: 95%)

BACTERIUM

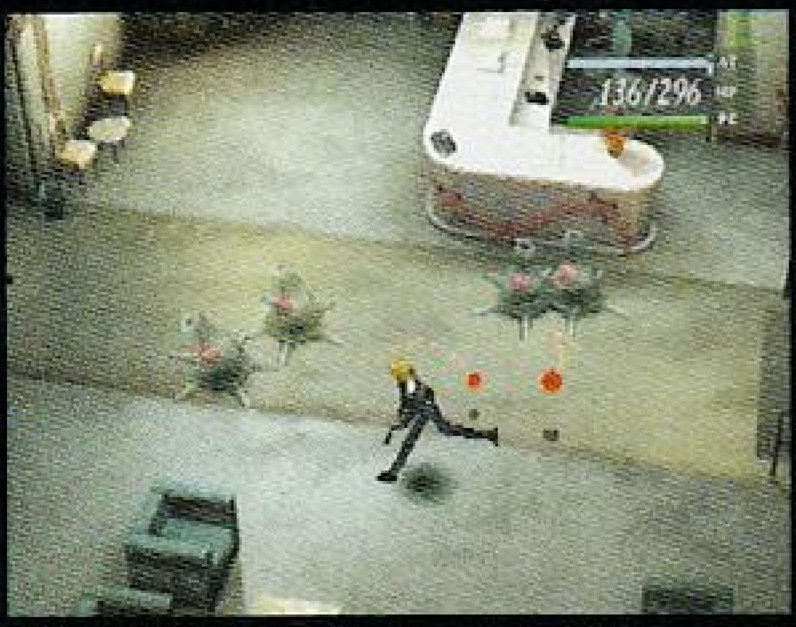
bacteria [bacteria]





behavior pattern

Like most NMCs, it repeats the cycle of moving in a straight line, turning towards Aya and stopping, then moving in a straight line again... However, BACTERIUM-KING is the only one that has two attack methods, and tends to use "venom" when it is close to Aya, and "crush" when it is even slightly far away.

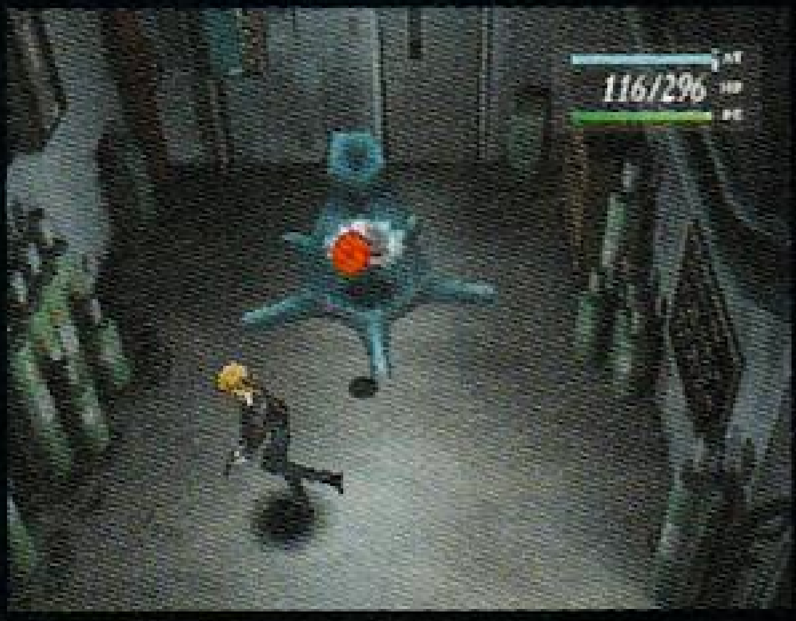


←BACTERIUM1 and 2 only have "venom" as their means of attack, but they appear in large numbers at once.

effective strategy

If you fight carefully, being careful of "Venom," you can easily defeat this opponent. The additional effect of "Tranquil" and "Confuse" are 100% effective, so even if you are surrounded by many Bacterium, if you can put one or two of them to sleep or become confused, the battle will become much easier.

However, "Tranquil" does not work against Bacterium King, and "Confuse" only has a 50% success rate. Try to get as close as possible to the enemy to lure them with "Venom," then dodge and land your attack.



* If you get close to BACTERIUM-KING, there's a good chance he'll use his "venom." Attack after dodging.

enemy name	Appearance location	レベル	HP	防御力	ATバー蓄積速度	critical Hit rate	EXP	B.P.	contact damage	B.P. damage	escape
BACTERIUM1	Hospital	18	93	33	50	37	48	6	3	3	possible
BACTERIUM-KING	Hospital (liquid nitrogen room)	20	201	33	120	45	60	21	8	11	Not possible
BACTERIUM2	Chrysler Building, 61st to 70th floors	49	880	112	104	37	855	35	15	7	possible

---

※1. The item dropped by Bacterium King is "B Vest (100%)" when defeated for the first time, and "Bullet +15 (100%)" thereafter.

Attacks used by BACTERIUM

venom (PE attack)

enemy name	Offensive power	Additional effects
BACTERIUM1	90	Poison (3 damage every 30 seconds)
BACTERIUM-KING	128	Poison (10 damage every 30/45 seconds)
BACTERIUM2	280 + floors x 2	Poison (35 damage every 90 seconds)

After leaning his upper body backward, he fires a red bullet at Aya. The bullet flies in a parabolic arc and disappears when it hits the floor (it has attack detection until it disappears).

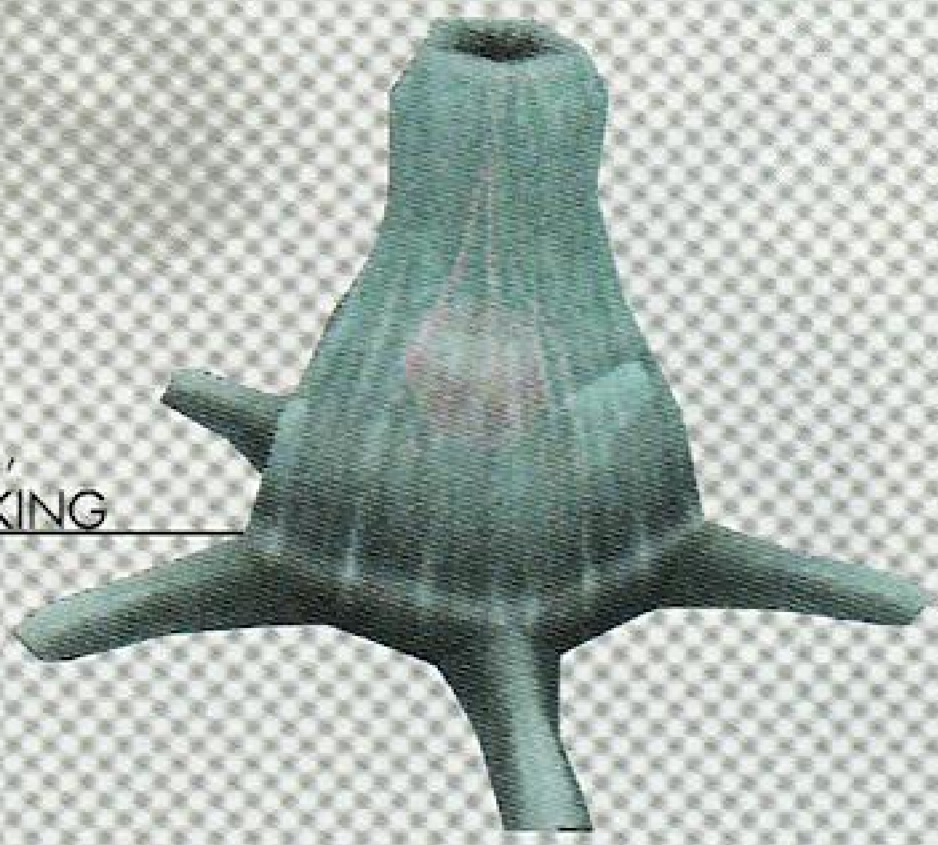
回避法 It can be easily dodged by moving to the side. Because it takes a while for the bullets to be fired, if you use a handgun or machine gun, you can wait for the enemy to move their upper body away before attacking, and you can also avoid the "venom."

crush (Physical attack)

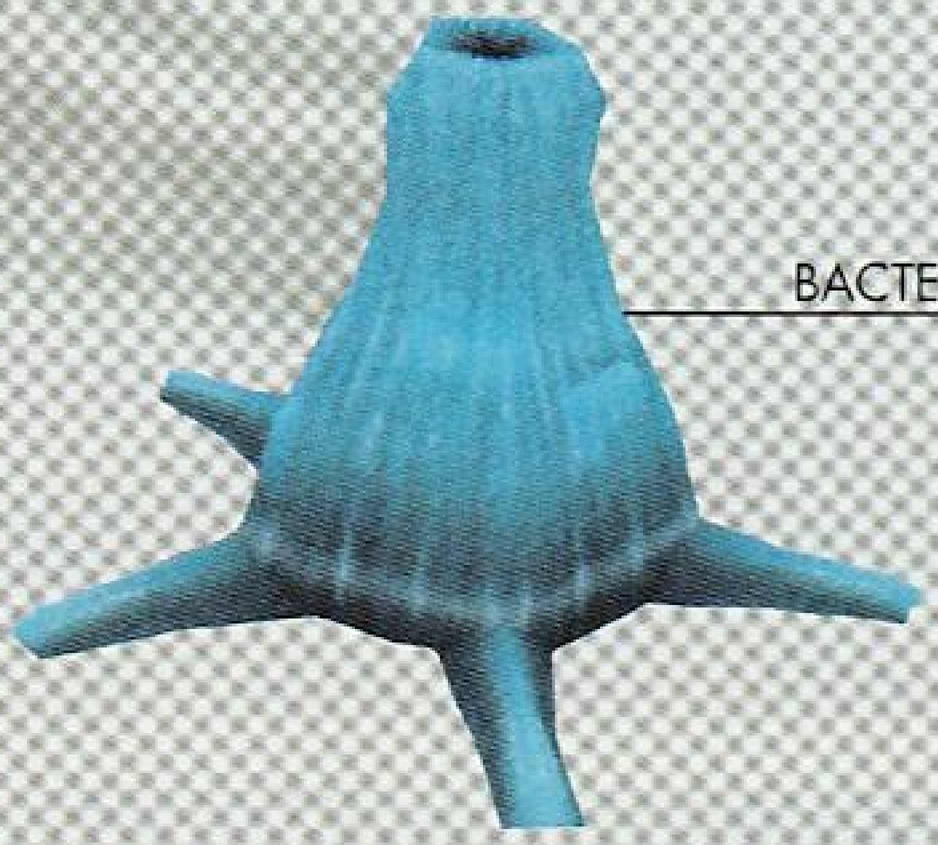
enemy name	Offensive power	Additional effects
BACTERIUM-KING	128	——

An attack used exclusively by BACTERIUM-KING. After rotating its upper body, it leaps at Aya and crushes her. However, there is a limit to how far it can fly, and if it is too far away from Aya, it will fall in front of her.

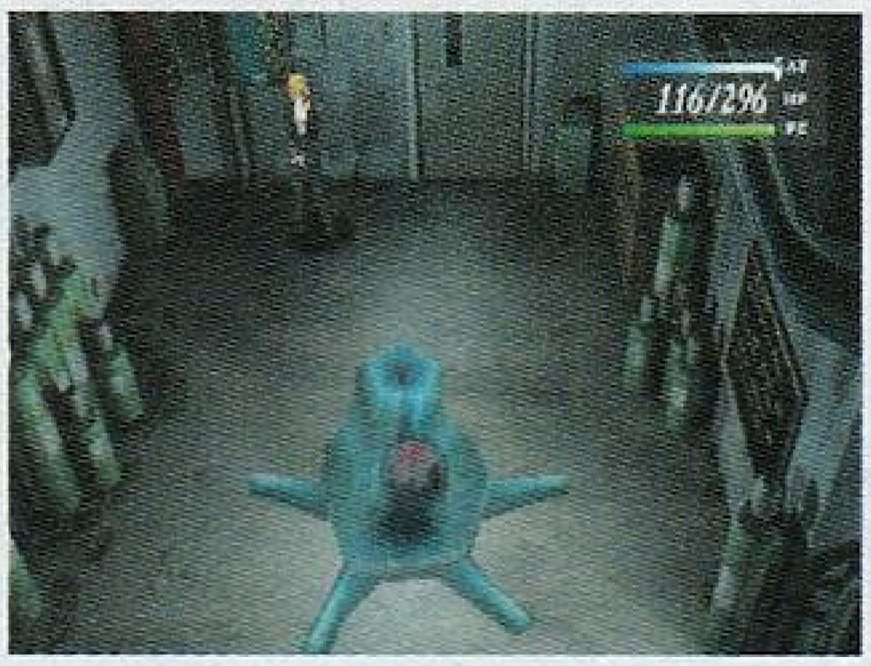
Avoidance method: If BACTERIUM-KING is at the top of the screen, If you're at the bottom and Aya's at the opposite end, the attacks won't reach you, so there's no problem. If not, you can avoid them by either: 1) running backwards just before the enemy jumps at you, and turning to the side when they do, or 2) putting Aya into Haste mode and moving backwards or to the side just before the enemy jumps at you. However, the downside of 1) is that it's difficult to time the turn to the side, and 2) requires Haste. Note that even if you're hit by Crush, there are cases where you only receive contact damage.



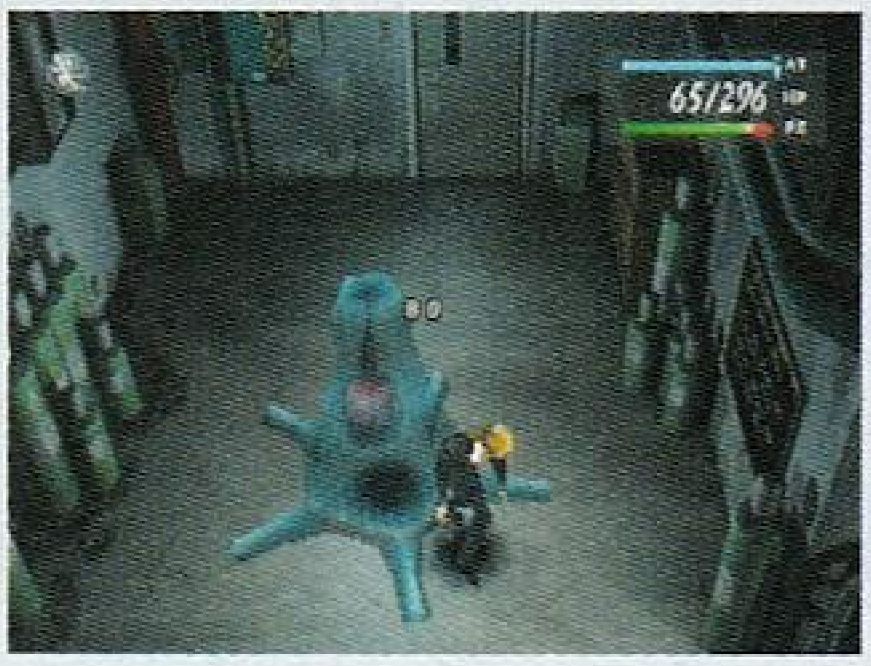
BACTERIUM1, BACTERIUM-KING



BACTERIUM2



←BACTERIUMIK between ING and Aya is this far apart, the distance "Crush" can't reach. If they're

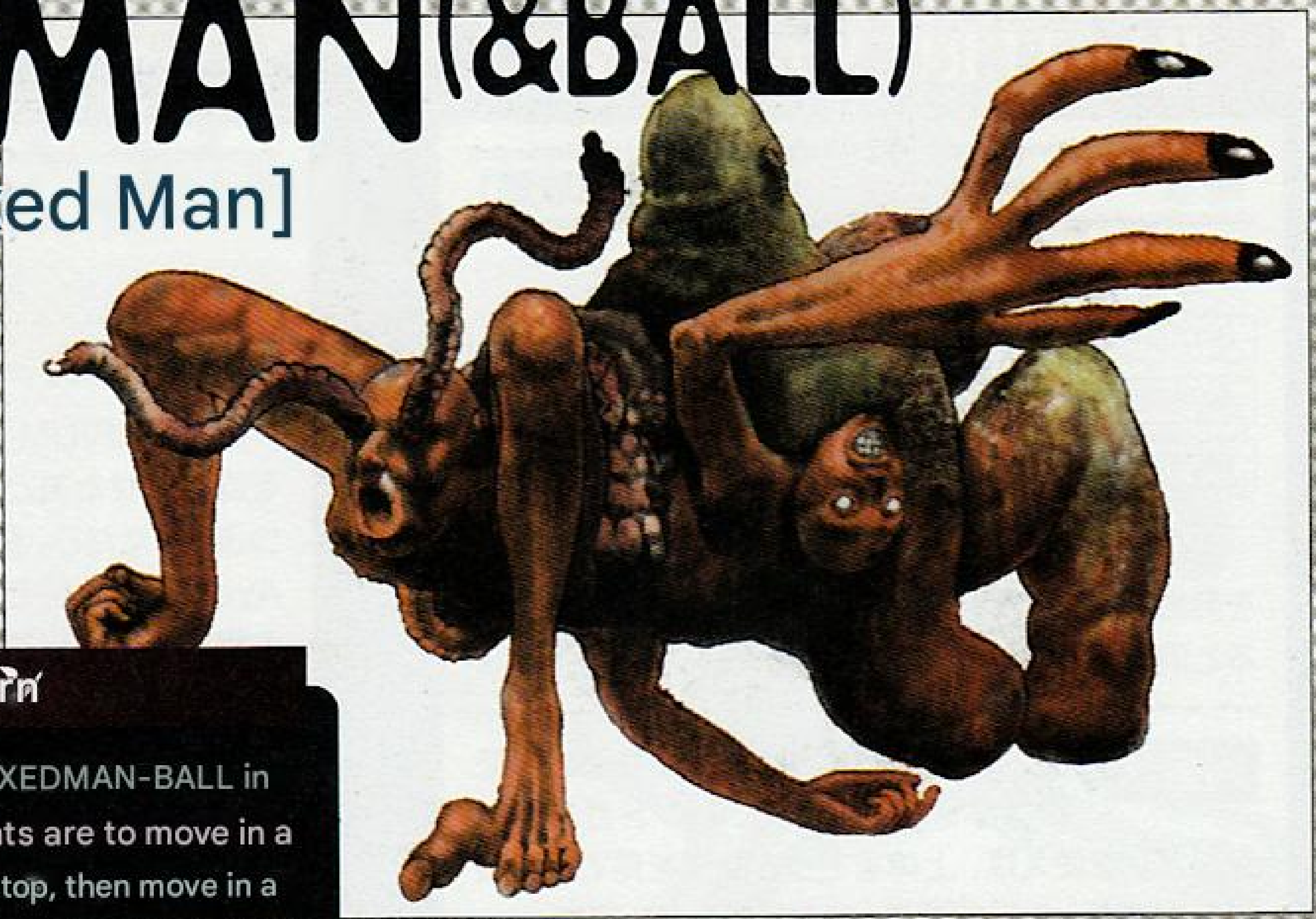


"Haste" you can avoid it by using damage is too hard to take, if the

effectiveness		Success probability (%)									
ヒート	フリーズ	scan	slow	con fuse	トランキル	サイアナイド	acid	steal	Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
○	×	100	0	100	100	50	100	100	2 per second	+6 Ammo (95%), Poison Cure (5%)	Ammo +6 (50%), Recovery Potion 1 (50%)
○	×	100	0	50	0	0	100	100	2 per second	B Best (100%), Bullet +15 (100%) *1	Defense +1 (90%), Tools (10%)
△	×	100	0	100	100	50	100	100	27 per second	Junk (90%), 4 healing potions (10%)	Ammo +30 (80%), Recovery Potion 4 (20%)

MIXEDMAN(&BALL)

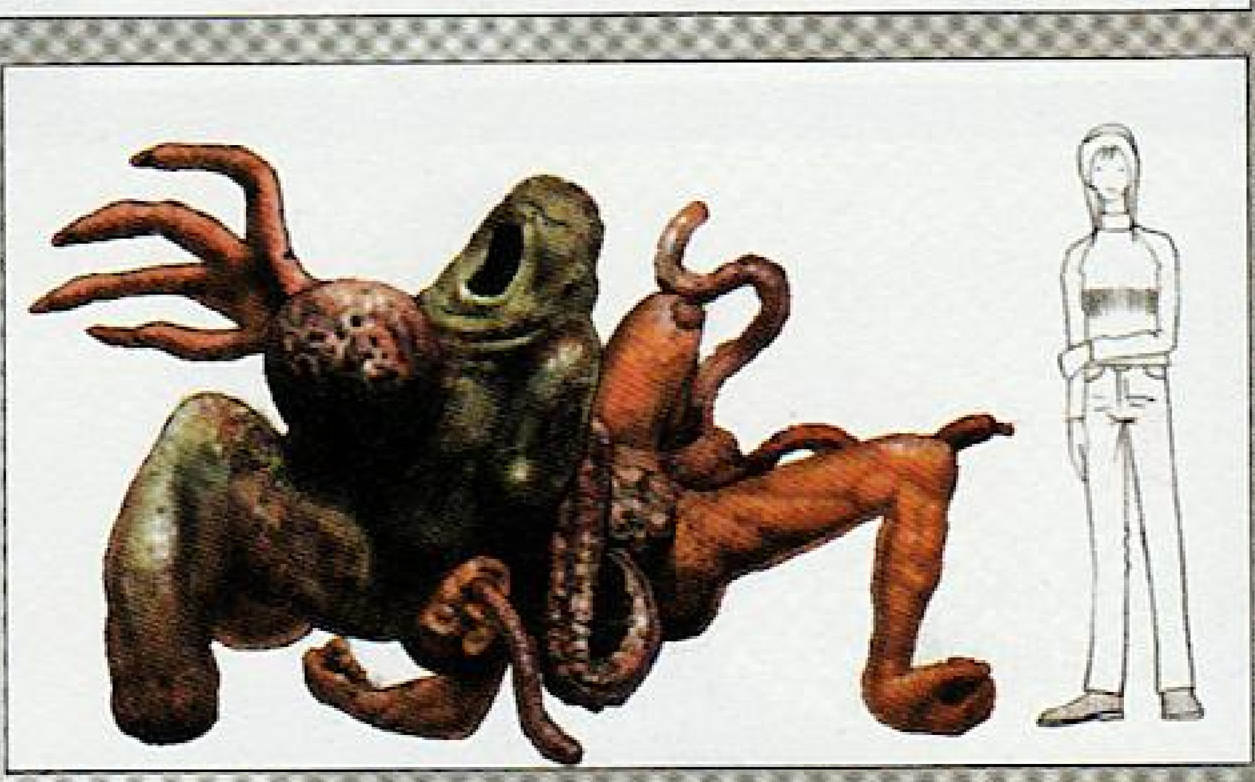
Mixed Man [Mixed Man]



behavior pattern

MIXEDMAN appears with one MIXEDMAN-BALL in hand from the start. His movements are to move in a straight line, then turn towards Aya, stop, then move in a straight line again, and repeat this cycle. MIXEDMAN never actively attacks Aya, but when he takes damage, he will use "Roar" as a counter attack, or generate a MIXEDMAN-BALL by "Spitting Bullet."

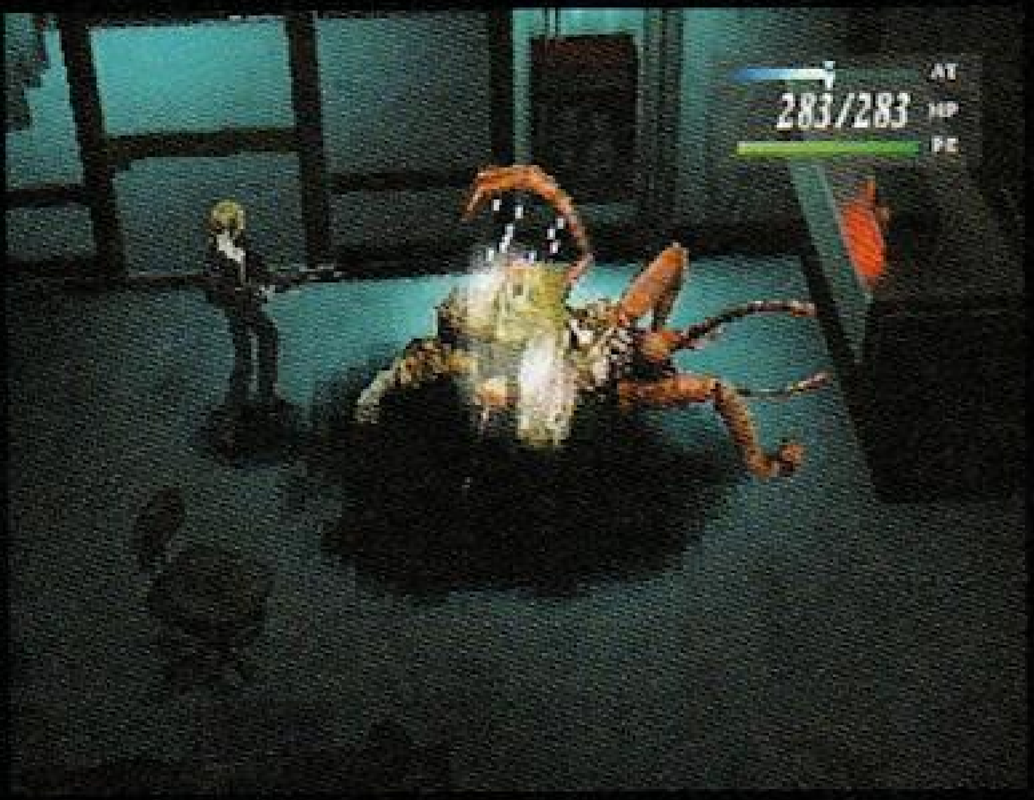
MIXEDMAN-BALLs simply bounce around the screen, dealing damage to Aya if they collide with her. However, up to 3-4 MIXEDMAN-BALLS can appear on the screen, and even if one is defeated, they will be respawned as long as there are MIXEDMANs (there is a limit / → P.285), so they should not be underestimated.



effective strategy

Kill MIXEDMAN quickly to prevent him from spitting any more bullets. He has a 50% chance of receiving the additional effect of Tranquil, so attacking with a weapon that has this effect will make defeating him surprisingly easy.

The MIXEDMAN-BALL's movement is difficult to see because it bounces, but it moves in a straight line. By looking at the shadow it casts on the floor, you can easily determine its direction of movement and avoid colliding with it. Also, if you get under it as it bounces up, the MIXEDMAN-BALL will pass over Aya's head. There are also cases where you will not receive damage even if you collide with the MIXEDMAN-BALL.



⬆ the
used, "Bullet Spit" will cause
If "Scream" and "Otakebi" are
I live without.

enemy name	Appearance location	level	HP	Defense power	speed-AT bar Accumulation	critical Hit rate	EXP	B.P.	contact damage	B.P. damage	escape
MIXEDMAN1	Hospital	21	170	33	65	30	114	15	7	6	Not possible
MIXEDMAN-BALL1	Hospital	21	45	33	40	50	4	3	10	1	Not possible
MIXEDMAN2	chrysler Building 31st to 40th floors	31	400	60	72	30	64	20	9	5	Not possible
MIXEDMAN-BALL2	Chrysler Building 31st to 40th floors	31	100	60	40	50	8	3	50	1	Not possible

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*1: Dropped items change under certain conditions (→P.285)

Attacks used by MIXEDMAN

bullet spitting (Special ability)

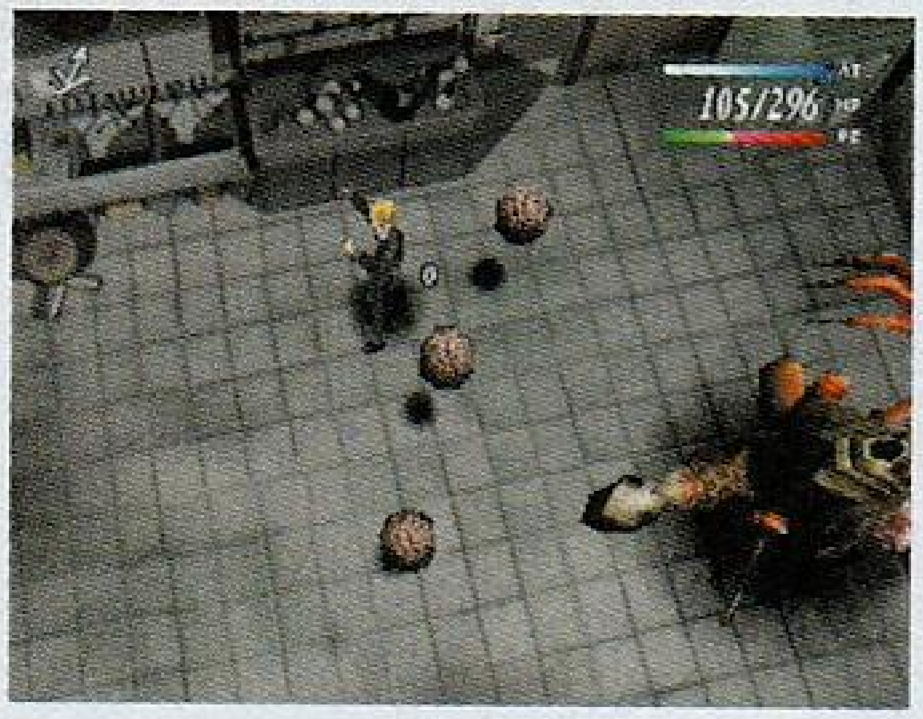
enemy name	Offensive power	Additional effects
MIXEDMAN1	—	—
MIXEDMAN2	—	—

Used when the number of MIXEDMAN-BALLs on the screen is less than the maximum (see below). A MIXEDMAN-BALL is generated, and after a certain time, it is thrown towards Aya. This is an action to make the MIXEDMAN-BALL appear, so strictly speaking it is not an attack. Even if MIXEDMAN is defeated, the MIXEDMAN-BALLs will remain, but the one that MIXEDMAN was holding before it was thrown will disappear.

The maximum number of MIXEDMAN-BALLs that can appear on the screen is 4 if there is 1 or less NMC other than MIXEDMAN and MIXEDMAN-BALL, and 3 if there are 2 or more. This number will not change even if you defeat other NMCs during battle.

The way to completely prevent "Evasion Method: Bullet Spit" is

The only way to avoid MIXEDMAN-BALL is to defeat him or put him to sleep. For information on how to avoid MIXEDMAN-BALL, see the "Effective Strategies" section. Incidentally, MIXEDMAN-BALL deals contact damage, so it can be completely nullified with a "Barrier" (reducing damage received to zero without reducing the PE bar).



will completely nullify contact damage.
However, if you put MIXEDMAN to sleep, "Barrier"
If you do this, you won't need to use "Barrier."

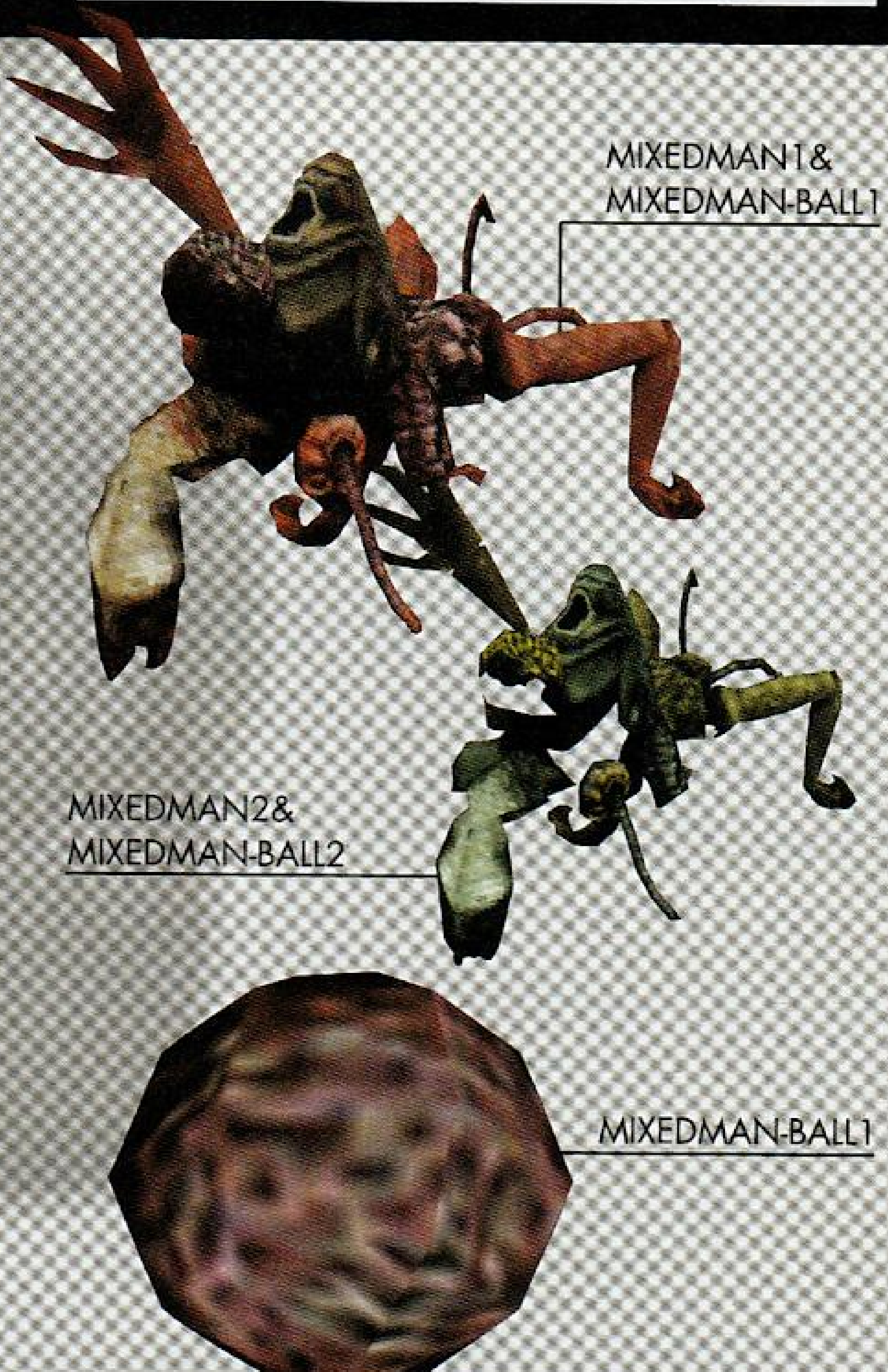
Otakebi (PE attack)

enemy name	Offensive power	Additional effects
MIXEDMAN1	106	Slow (low speed)
MIXEDMAN2	155 + floor number x 2	Slow (low speed)

Used as a counter attack when taking damage, it roars and releases sound waves into the surrounding area.

How to Avoid It: It is impossible to avoid by moving.

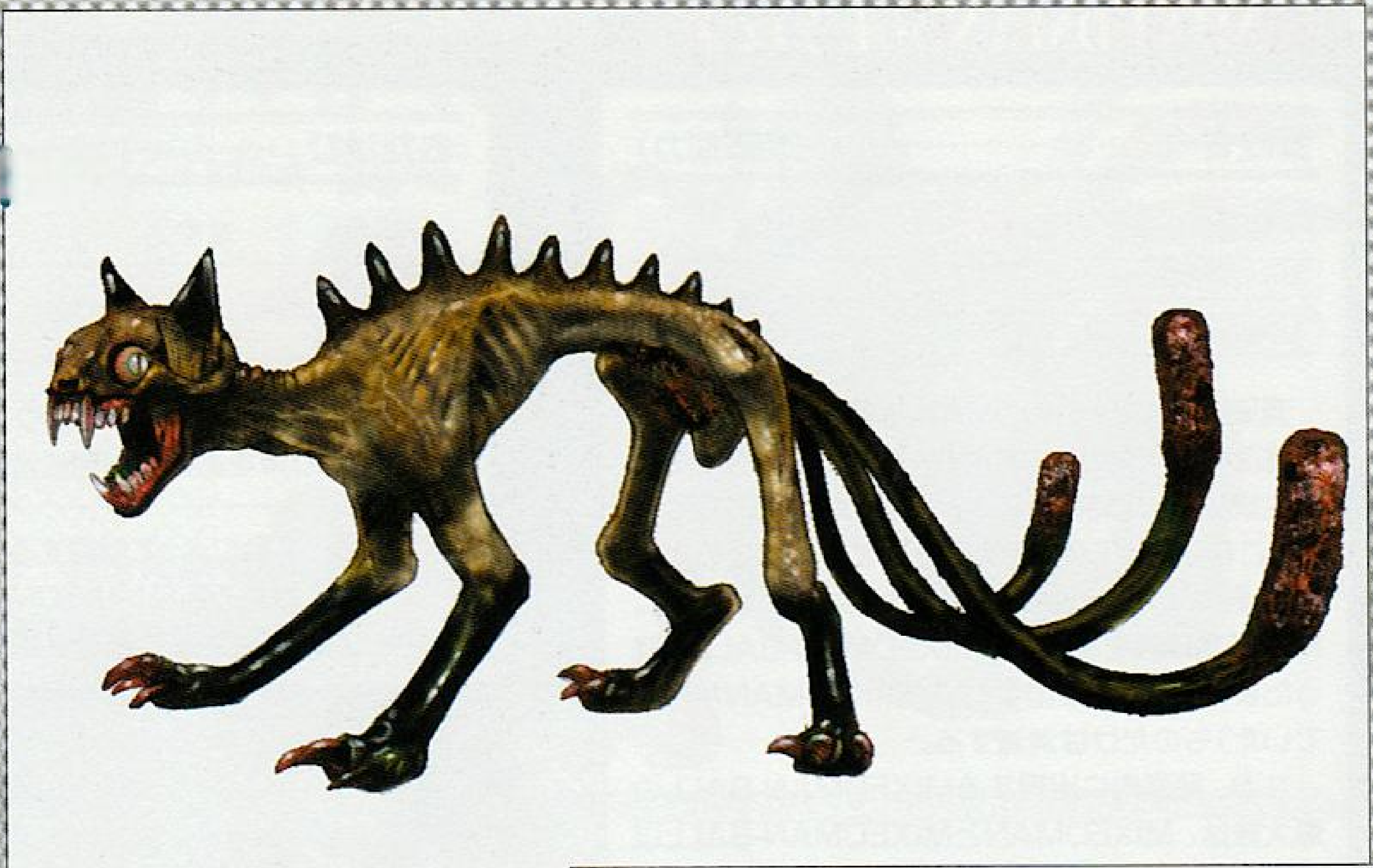
The only way to avoid it is to defeat MIXEDMAN before it is used, or to put him to sleep with the additional effect of "Tranquil."

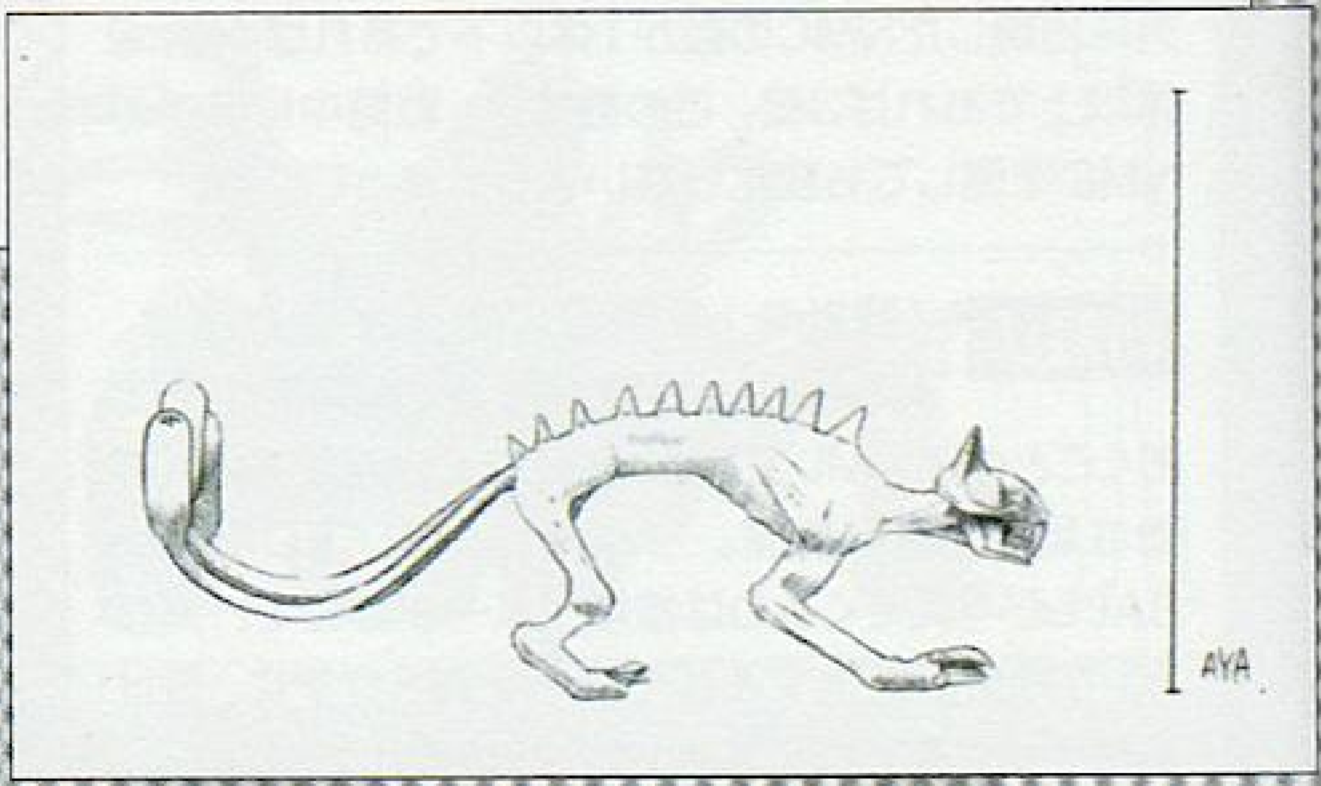


effectiveness		Success probability (%)							Additional damage	Dropped items	Items that can be stolen
ヒート	フリー vinegar	scan	スロウ	コン Fuma	トランキル	サイアナイド	アシッド	steal	from acid	(probability in parentheses)	(probability of appearance is in parentheses)
	ΔO 100		0	0	50	0	50	50	2 per second	*1 Movement restriction treatment drug (80%), Recovery agent 1 (20%)	Recovery agent 2 (80%), Mobility-limiting medication (20%)
△	△	0	0	0	0	100	0	0	——	(Not owned/100%) *1	——
△	○	100	0	0	50	0	50	50	4 per second	Movement restriction medicine (95%), bullet +15 (5%) ※1	Healing agent 4 (5%) (not possessed, 95%)
△	△	0	0	0	0	100	0	0	——	(Not owned/100%) *1	——

CAT

cat [cat]



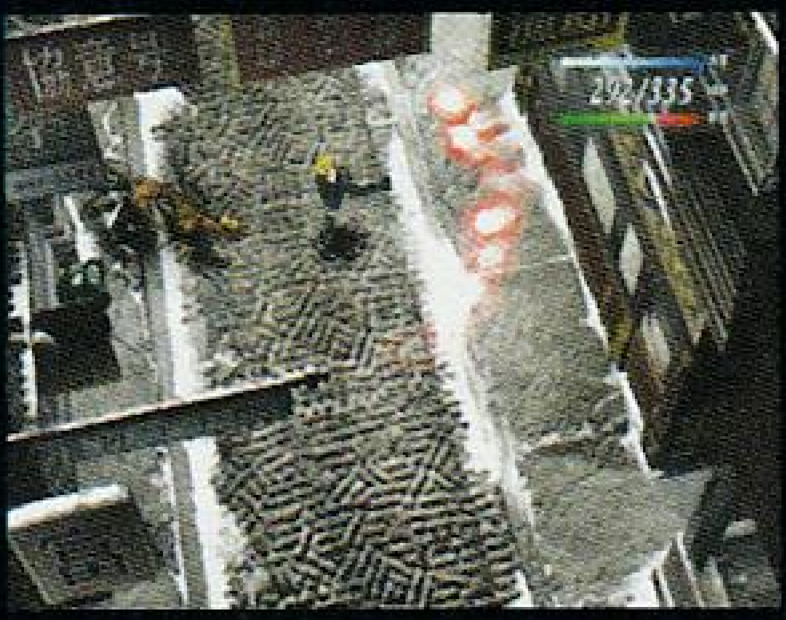


behavior pattern

It runs around restlessly, moving forward for a while, then stopping for a moment, then moving forward for a while... When attacking, it first detects where Aya is, then turns its body in that direction and does a somersault. If Aya is directly in front of it after the somersault, it will use an attack according to the distance. If not (Aya has moved to the side), it will give up on the attack and resume moving, but from then on it will do a somersault every time it stops. This state will continue until it uses "Scratch" or "Guided Missile."

effective strategy

Normally, keep a close distance to the CAT and land an attack if you have the chance. When the CAT somersaults, wait a bit and then move to the side to avoid the attack. If you go around the enemy without waiting for the attack, the CAT will give up its current attack, but will be somersaulted every time it stops until you attack (you can think of this as moving with its AT bar full). When fighting multiple enemies, it can be troublesome to have a CAT in this state, so you want to make sure to attack when it somersaults.



* If you leave too much distance between you and the CAT, it will be difficult to avoid its "guided missiles." Be mindful of the distance between you and the CAT.

enemy name	Appearance location	レベル	HP	防御力	ATバー蓄積速度	クリティカルヒット率	EXP	BP	接触ダメージ	BPダメージ	逃走
CAT1	china town	23	135	34	68	38	361	21	5		8 possible
CAT2	Chrysler Building, 31st-40th floors, Chrysler Building, Room 32		375	74	64	38	52	15	9		3 possible

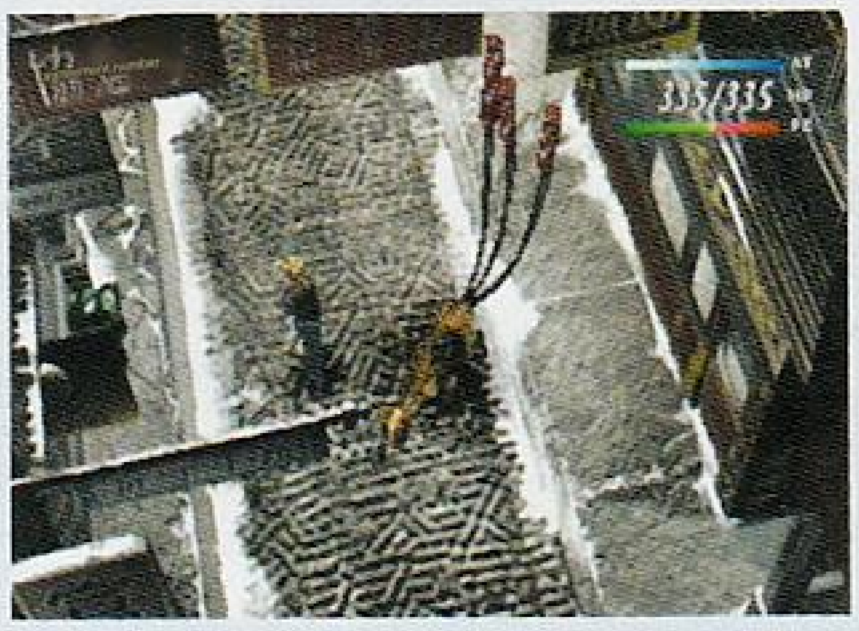
Attacks used by CAT

scratch ...(Physical attack)

enemy name	Offensive power	Additional effects
CAT1	118	—
CAT2	155 + floor number x 2	—

Used when they are close to each other. Facing Aya, he swings his right front leg forward to attack.

Workaround The best way to avoid it is to go around to the right side of the CAT. If you go in any other direction, you will likely not be able to escape and will be attacked.



your right front leg sideways.
side of the enemy, but it is better to swing
It is better to move towards the left
It is easier to avoid attacks.

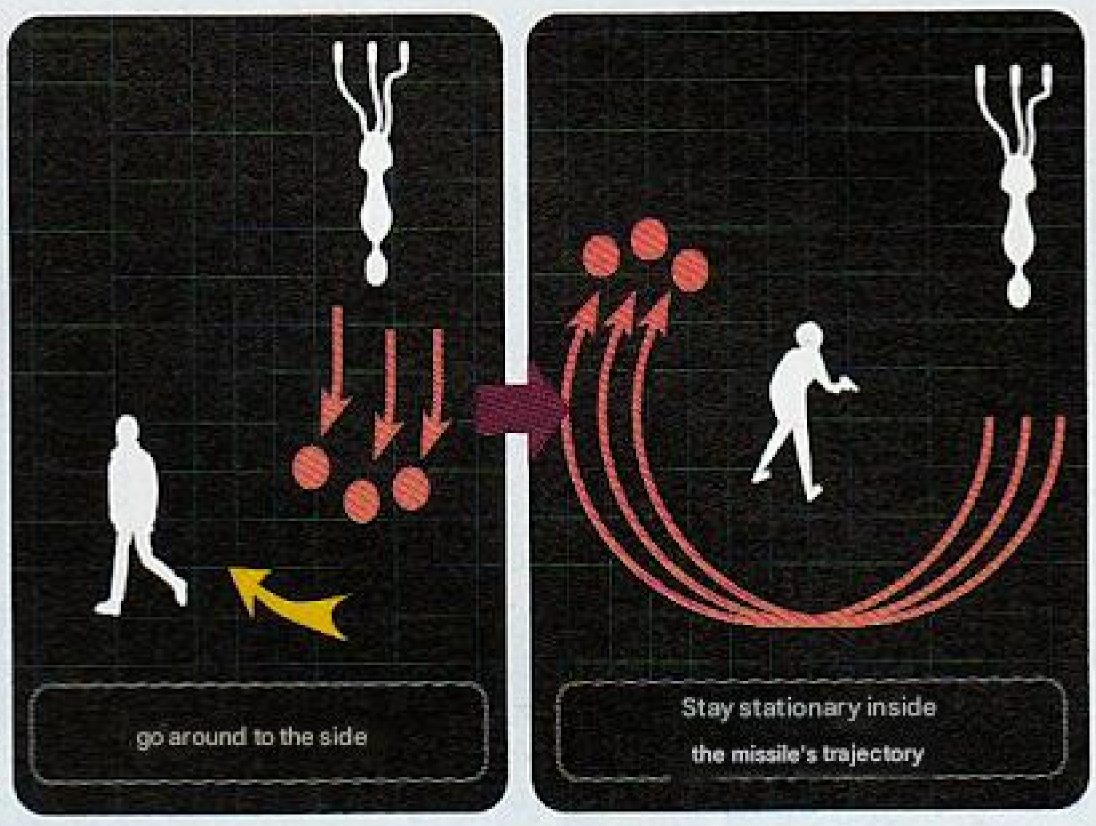
guided missile ...(PE attack)

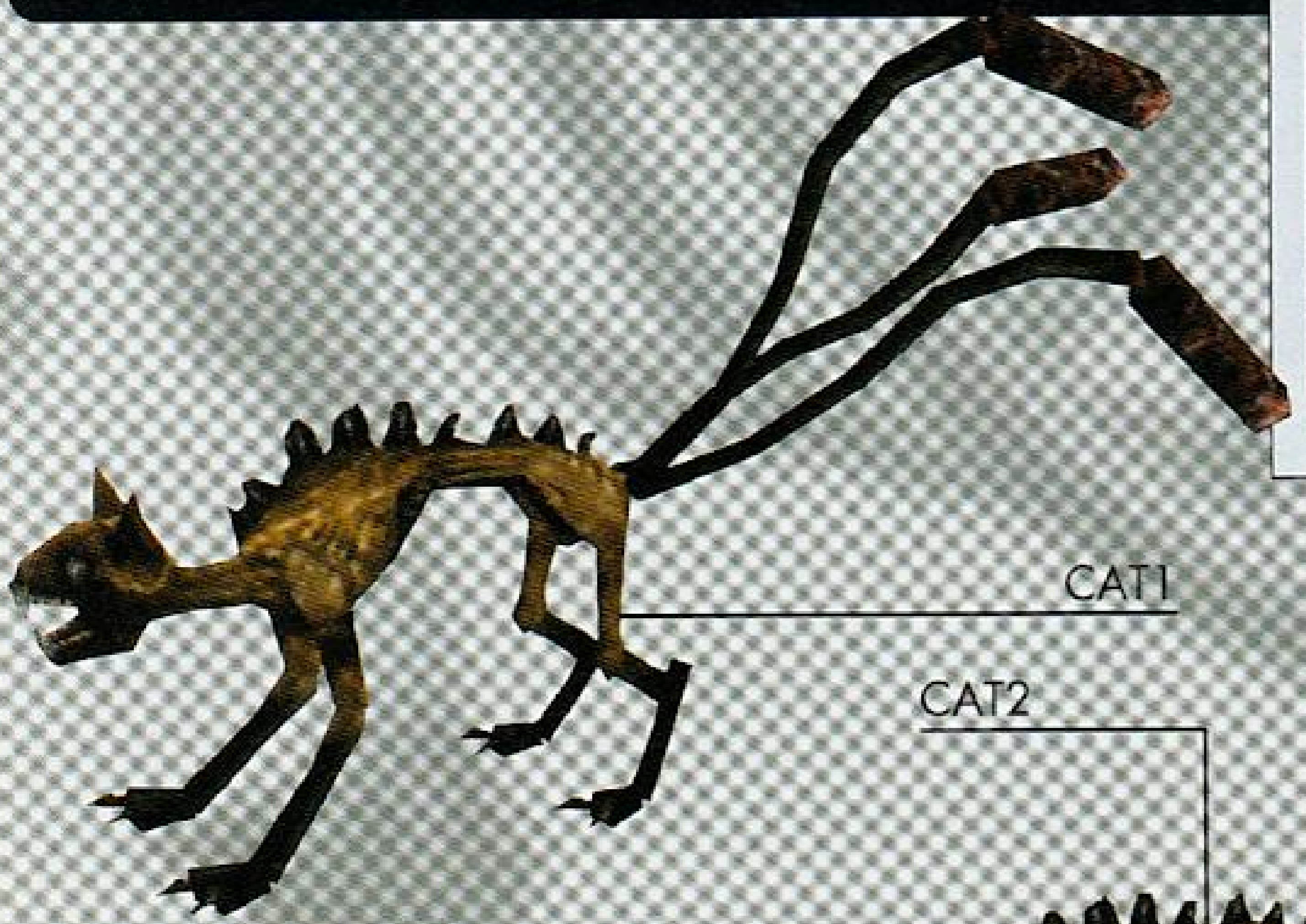
enemy name	Offensive power	Additional effects
CAT1	112	—
CAT2	190 + floors x 2	—

Used when they are far apart. Facing Aya, it concentrates energy in its tail and fires three red bullets. The bullets have the ability to track Aya and disappear after flying a certain distance.

Evasion method: Move to the side just before the bullet is fired, and after firing, move inside the bullet's radius to avoid it. However, if you are far away from the CAT, it will be difficult to avoid unless you are in haste mode.

● How to avoid guided missiles

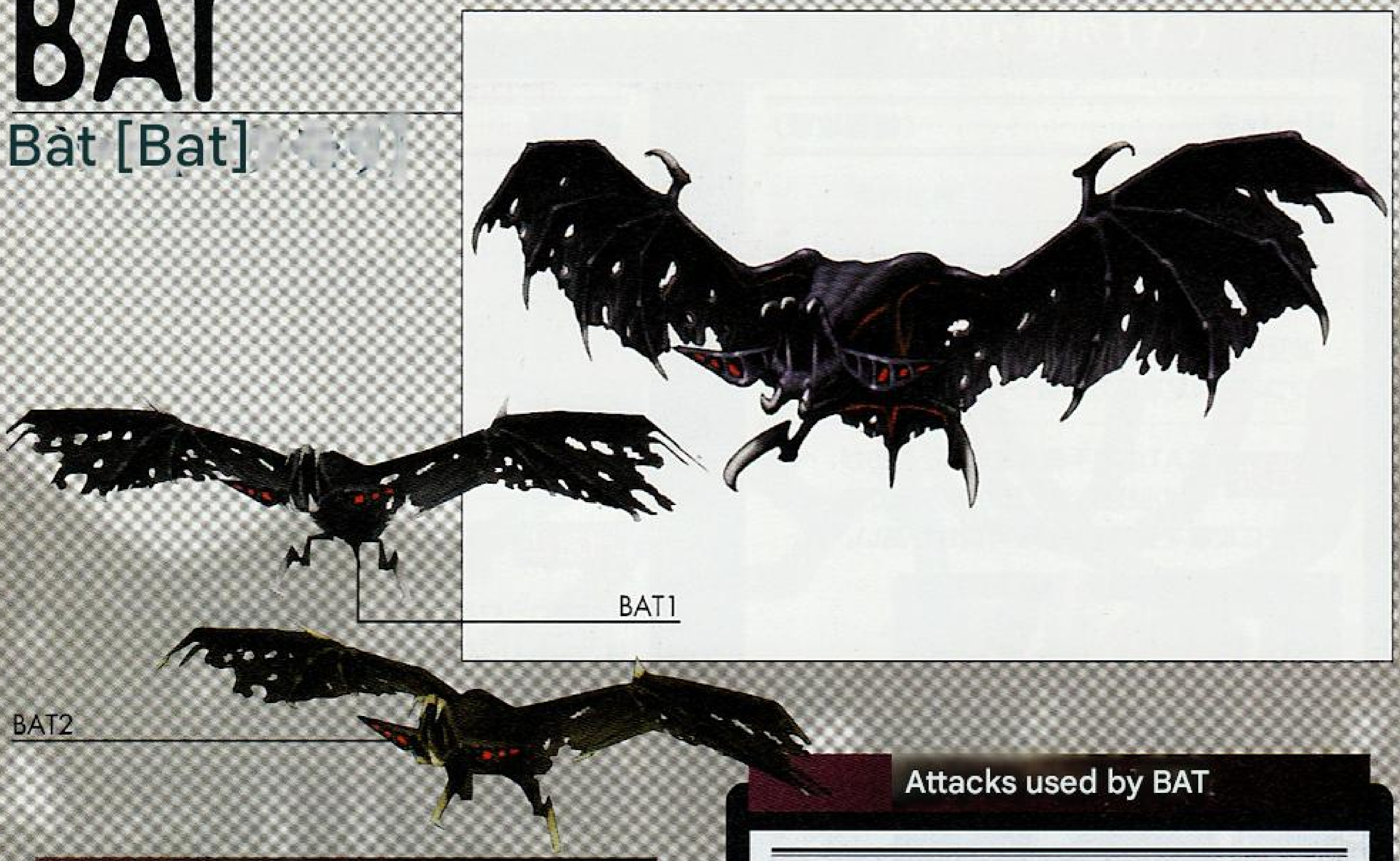




effectiveness		Success probability (%)							Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	フリーズ	スキャン	スロウ	コンフューズ	トランキル	サイアナイド	acid	steal			
×	0	100	50	0	0	50	50	50	2 per second	Ammo +6 (90%), Ammo +15 (10%)	Ammo +15 (90%), Recovery Agent 2 (10%)
△	△	100	50	0	0	50	50	50	33 per second	Bullet +6 (80%), Bullet +30 (20%)	Healing agent 3 (5%) (not possessed, 95%)

BAT

Bat [Bat]



behavior pattern

It's hard to tell because it's always flying unsteadily, but its movement route is straight. Although it faces Aya while moving, it doesn't fly directly towards her. Incidentally, when it uses "ultrasonic waves," it flaps its wings in a different way than usual for just a moment.

effective strategy

Keep a certain distance between you and your opponent, dodge their "ultrasonic waves," and then attack. However, in tight spaces, it's difficult to avoid "ultrasonic waves" emitted from a distance, so try to get close to the enemy's side and dodge them.

Attacks used by BAT

ultrasound ································· (PE attack)

enemy name	Offensive power	Additional effects
BAT1	110	darkness
BAT2	98 + floors x 2	darkness

It stops for a moment, flaps its wings, and then emits a sound wave from its mouth. The sound wave spreads out little by little as it flies away (there is a limit to how far it can spread).

How to avoid the sound waves: The sound waves travel slowly, so in a wide area, you can easily avoid them by keeping a certain distance. In a narrow area, you can avoid being hit by them by always moving around to the side of the BAT.

enemy name	Appearance location	level	HP	防御力	ATバー蓄積速度	クリティカルヒット率	EXP	BP	接触ダメージ	BPダメージ	逃走
BAT1	Sewer 2, subway	23	112	36	98	26	301	10		44 possible	
BAT2	Chrysler Building, 2nd to 20th floors, Chrysler Building, Room 17, 98, 98, 55, 26						3			8 8 1possible	

effectiveness		Success probability (%)							Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	フリーズ	スキャン	slow	コンフューズ	トランキル	サイアナイド	アシッド	steal			
○	△	100	50	50	50	50	50	100	2 per second	Darkness Medicine (60%), Bullet+6 (30%), 回復剤2(10%)	Recovery Potion 2 (80%), Darkness Medicine (20%)
△	△	100	50	50 50 50 50 50 34 per second						Healing Potion 1 (80%), Poison Cure (20%)	Darkness cure (60%), Healing Agent 3 (10%) (Not in possession: 30%)

MOLE

Mole [Mole]

MOLE 1, MOLE 2

behavior pattern

It repeats the cycle of burrowing into the ground, emerging to the surface while making digging sounds, and burrowing into the ground again. If Aya is nearby when it emerges on the surface, it will attack. Its appearance location is somewhat fixed.

effective strategy

It is a good idea to use either a hit-and-run tactic with a "weapon with fast attack movements" such as a handgun, or a "weapon with a high hit range" such as a rifle, and shoot from outside the MOLE's attack range.

By the way, if you're playing in a stereo environment, you can tell the left or right position of the mole by the direction it comes from, and how far it is from the front or back by the volume of the sound (loud means closer, quiet means further back). However, the difference is subtle, so it requires a lot of concentration.

Attacks used by MOLE

ツメ ······································ (Physical attack)

enemy name	Offensive power	Additional effects
MOLE1	142	—
MOLE2	160 + floors x 2	—

When it emerges from the ground, if Aya is within its attack range, it will extend its claws. It may do this several times in a row.

Workaround In any case, keep your distance.

If you have Haste, it will be easier to escape.

◆This long reach is astonishing. Moreover, because the arm swings sideways, it is almost impossible to avoid even if the enemy gets to the side.

enemy name	Appearance location	レベル	HP	防御力	ATバー蓄積速度	Criticalヒット率	EXP	B.P.	接触ダメージ	BPダメージ	逃走
MOLE1	subway	25	161	40	120	39	462	15	108		Possible
MOLE2	Chrysler Building, 11th to 20th floors	19	144	62	72	39	7	12	4	4	Possible

effectiveness		Success probability (%)								Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	Freer	(scan)	スロウ	コンフューズ	トランキル	サイアナイド	アシッド	steal				
○	0	100	0	0	0	0	0	50	—	Poison Cure (90%), Ammo +6 (10%)	Attack power +1 (1%) (non-possessor: 99%)
○	0	100	0	0	0	0	0	50	—	Recovery agent 2 (80%), bullet +15 (20%)	Healing Agent 2 (95%), Revive Potion (5%)

CHAMELEON

Chameleon [Chameleon]

CHAMELEON1

CHAMELEON2

behavior pattern

Jump around the screen freely. However, when attacking with its "tongue", it will jump to Aya's side.

effective strategy

Just attacking when CHAMELEON gets close will do the trick. If you don't want to take damage, you should move backwards or to the side before attacking in case the "tongue" comes. "Confuse" has a 50% chance of being effective, so you can try using that first. If it works, use a concentrated attack.

◆When CHAMELEON jumps, pause to predict where the enemy will land, making it easier to avoid it if it lands nearby.

Attacks used by CHAMELEON

tongue ······································ (Physical attack)

enemy name	Offensive power	Additional effects
CHAMELEON1	136	——
CHAMELEON2	100+ Floors x 2	——

Attack by quickly extending your tongue. Use this when you are close to Aya when you land.

Evasion When an enemy lands nearby, move to the side or backwards to avoid it. Also, be sure to start taking evasive action against CHAMELEON2 as soon as possible.

enemy name	Appearance location	レベル	HP	防御力	ATバー蓄積速度	クリティカルヒット率	EXP	BP	接触ダメージ	BPダメージ	逃走
CHAMELEON1	museum	29	262	48	78	35	896	16	6	4	possible
CHAMELEON2	Chrysler Building 31~40F	26 315 70 96 38 40 15 83 Possible									

effectiveness		Success probability (%)							Additional damage from acid	Dropped items (probability of appearance in parentheses)	Items that can be stolen (probability of appearance in parentheses)
heat	Freeze	scan スキャン	slow スロー	コンフューズ	トランキル	サイアナイド	アシッド	steal			
×	△	100	50	50	0	100	50	100	2 per second	Junk (50%), Recovery Agent 2 (50%)	Bullet +30 (20%), (not owned/80%)
×	△	100	50	50	0	50	50	100	47 per second	Recovery agent 3 (80%), movement restriction treatment agent (20%) 移動制限治療薬	Bullet +15 (50%), Bullet +30 (50%)

TROODON

Trudon [Troudon]

TROODON1,
TROODON2

behavior pattern

It moves in a straight line 3-4 times (5-7 times in TROODON2) and then turns around. If Aya is nearby at this time, it will attack (the attack used is determined by its remaining HP). If she is far away, it will move in a straight line only once and then turn around again.

headbutt ································· ∘ (Physical attack)

enemy name	Offensive power	Additional effects
TROODON1	142	——
TROODON2	110 + floors x 2	——

Use this when TROODON has a lot of HP left (if it's low, he'll use "Bite"). He moves in front of where Aya was, pulls his upper body back, and then thrusts his head out.

How to Avoid: Predict the timing of TROODON's turn from the number of times it moves, and run backwards just before that to avoid it. If there is no space to run behind, approach TROODON in advance and create space behind it. If you are in Haste mode, you can also avoid it by going around to the side.

effective strategy

After dodging Troodon's attacks, hit him once or twice. If you're having trouble dodging, try using Haste. You can defeat him faster by using weapons with the additional effects of Acid or Freeze.

Attacks used by TROODON

Biting... ······················ ....(Physical attack)

enemy name	Offensive power	Additional effects
TROODON1	160	——
TROODON2	96+ Number of floors x 2	——

Its properties are the same as "Headbutt", but the attack power and movement after pulling back the upper body are slightly different.

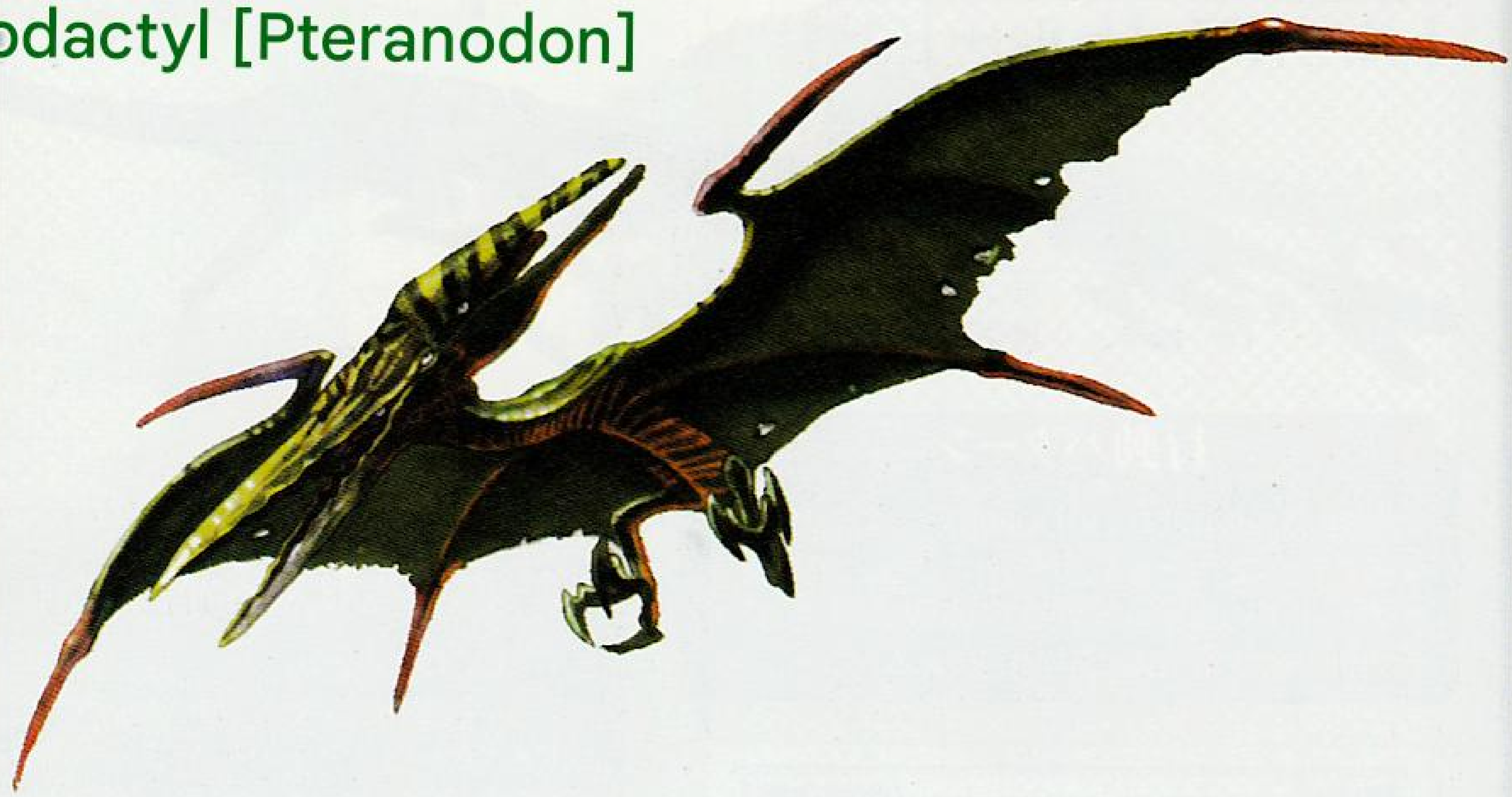
Workaround Since the properties are the same, the same evasion method as a "headbutt" also works.

enemy name	Appearance location	level	HP	Defense power	speed/AT bar Accumulation	critical hit rate	EXP	B.P.	contact damage	B.P. damage	escape
TROODON1	museum	30	345	65	72	54	1530	32			8 10 possible
TROODON2	Chrysler Building 2nd to 10th floors, Chrysler Building Rooms 15 106 59 40 45 4 9 10 3 Available										

effectiveness		Success probability (%)							Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	フリーズ	scan	slow	コンフューズ	トランキル	サイアナイド	アシッド	steal			
×	○	100	0	0	0	0	50	50	1 1 bullet per second+	15 (90%), Recovery Potion 3 (10%)	Recovery Potion 1 (80%), Recovery Potion 2 (20%)
×	△	100	0	0	0	0 50 50 48 per second +6 bullets (80%), 1 healing potion (20%)					Resuscitation drugs (5%), (not possessed: 95%)

PTERODACTY

Pterodactyl [Pteranodon]



behavior pattern

It always flies higher than Aya's height, and will never collide with her (which would cause contact damage). Its behavior is passive, and while it faces Aya, it tends to try to distance itself from her. It is also notable for using all three types of attacks regardless of distance.

effective strategy

Both of his attacks are easy to avoid, as you can see his movements before dodging them. Also, if you duck directly under PTERODACTY for Rapid Fire, or dodge to the side for Claw or Daze, you'll have a chance to land an attack right after. However, be careful, as he may take a moment after using Claw to suddenly use Daze.

◆If you use a strategy of dodging the enemy's attack and then immediately attacking them, you can defeat them without taking any damage.

enemy name	Appearance location	level	HP	防御力	ATバー蓄積速度	クリティカルヒット率	EXP	BP	接触ダメージ	BPダメージ	escape
PTERODACTY1	Museum (Mitochondria Room)	31	370	55	95	44	3256	32	—	10	Not possible
PTERODACTY2	museum	31	370	55	95	44	1829	32	—	10	possible

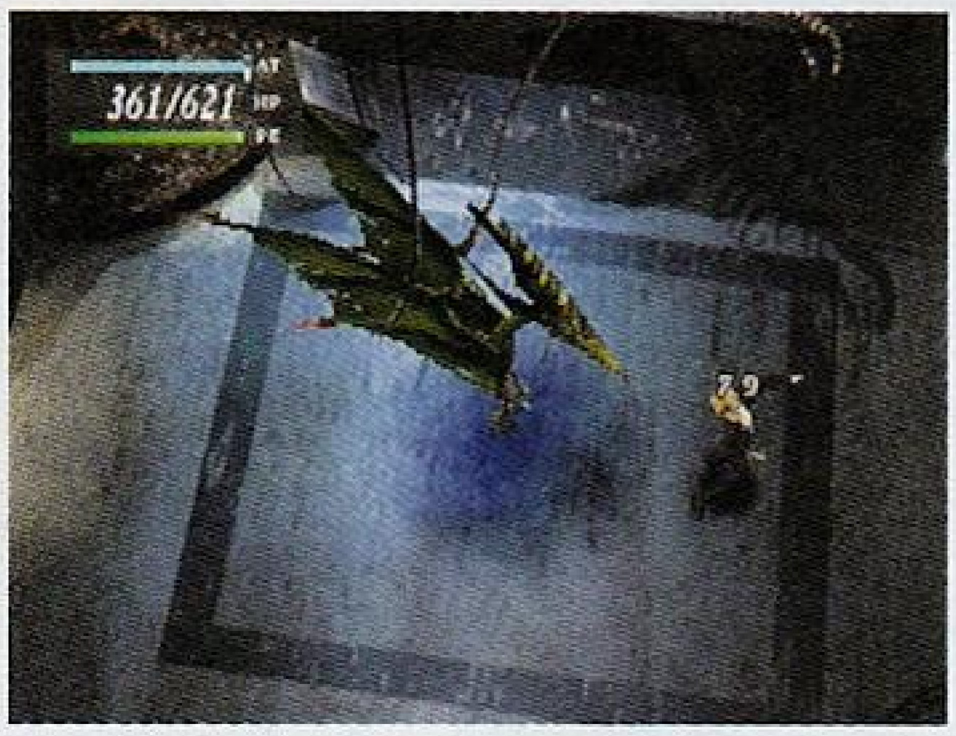
Attacks Used by PTERODACTY

Tsume (Physical attack)

enemy name	Offensive power	Additional effects
PTERODACTY1	162	——
PTERODACTY2	162	——

After flying high above Aya's head, it attacks directly below with its claws. The attack range is surprisingly wide, and the attack lasts for a long time.

How to Avoid When PTERODACTY comes flying at you, you can avoid it by quickly moving away from the area. However, you will not be able to avoid the attack by simply moving a little, so try to move away from it as far as possible.



◆Even if you're this far away, you'll still get hit. It's best to run away as fast as you can.

Blinding (PE attack)

enemy name	Offensive power	Additional effects
PTERODACTY1	124	darkness
PTERODACTY2	124	darkness

After emitting a red light from his eyes and tilting his body upwards, he emits a flash of light in the direction Aya is in. He may use this attack a short time after using "Claws."

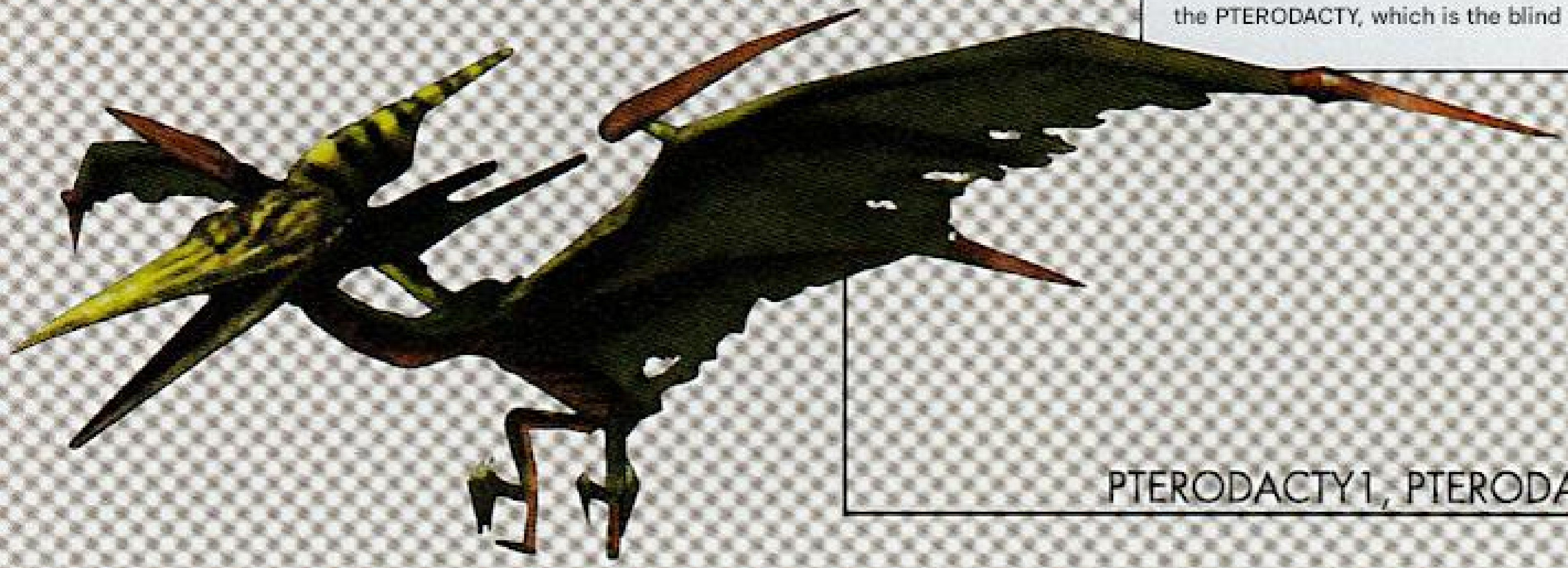
How to Avoid: If you see a red light coming from its eyes, you can avoid it by quickly moving Aya in any direction. Of all the attacks used by PTERODACTY, this is the one with the quickest attack detection, so take evasive action early.

Rapid fire bullet (PE attack)

enemy name	Offensive power	Additional effects
PTERODACTY1	162	——
PTERODACTY2	162	——

It flies to a point a little distance away from Aya, tilts its head back as far as it can, and fires a barrage of pale blue bullets from its mouth at Aya. There are many bullets, but even if they all hit, they only do the damage of one bullet. It also cannot fire directly below itself, so that becomes a blind spot. 攻 After firing, it will hover in that location for a while.

How to avoid it You can avoid it by moving to the rear or side, but the best option is to get directly under the PTERODACTY, which is the blind spot of the ``rapid fire".

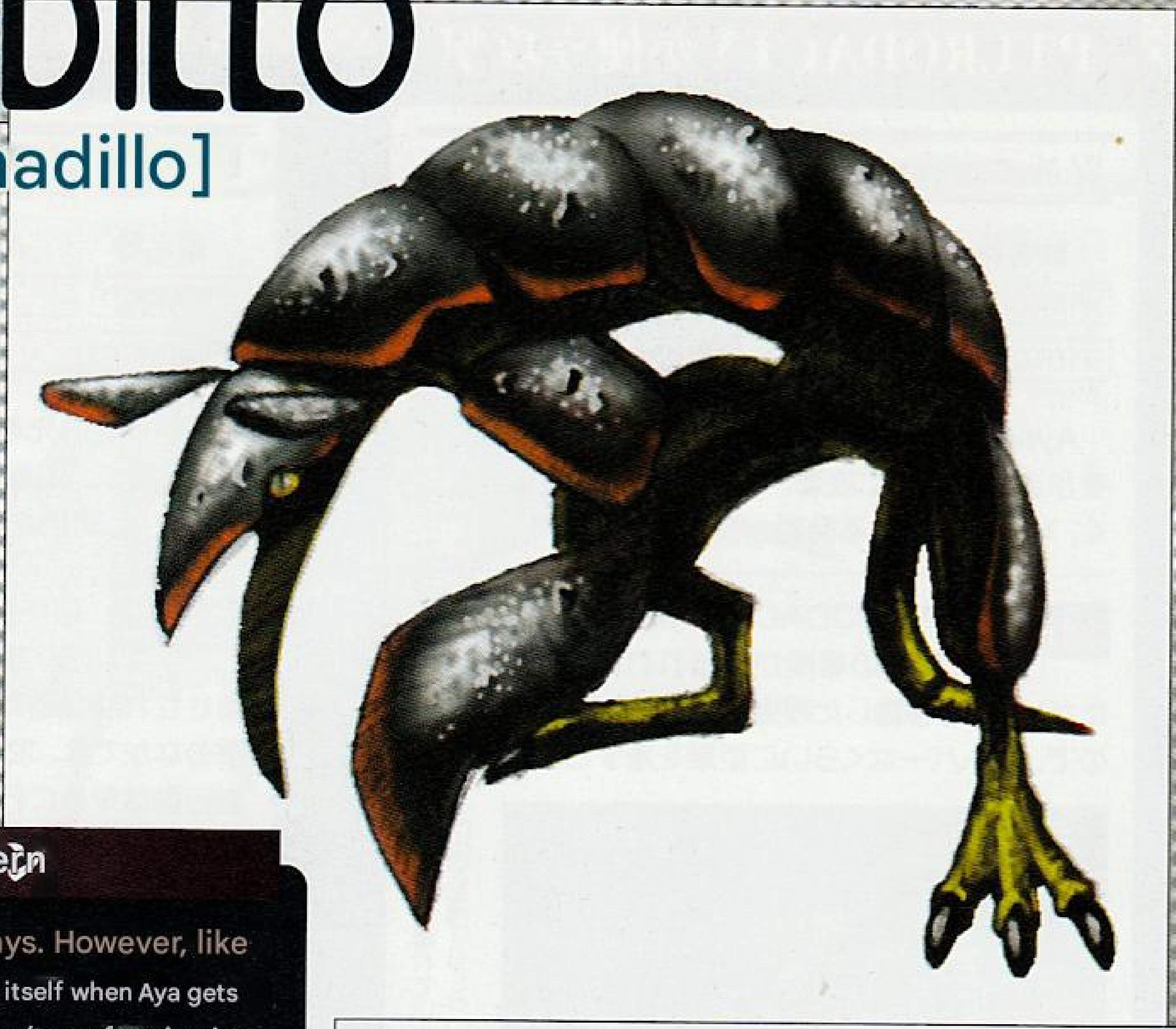


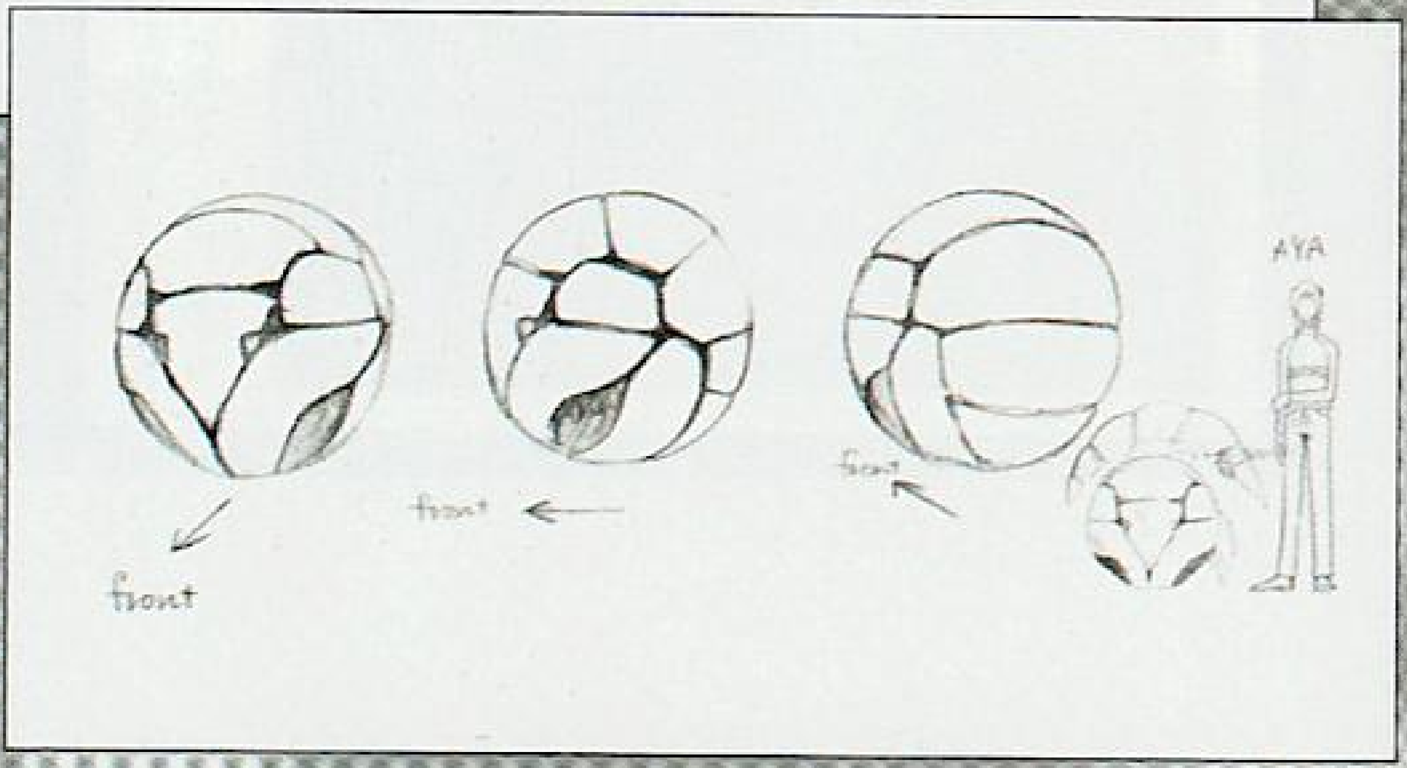
PTERODACTY1, PTERODACTY2

effectiveness		Success probability (%)							Additional damage	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	フリーズ	スキャン	slow	コンフューズ	トランキル	サイアナイド	アシッド	盗み	from acid		
△	△	100	0	0	0	0	0	50	——	Recovery agent 4 (100%)	Hit distance +1 (80%), Magazine capacity +1 (20%)
△	△	100	0	0	0	0	0	50	——	Recovery agent 3 (80%), bullet +30 (20%)	Darkness Medicine (50%), Ammo +15 (50%)

ARMADILLO

Armadillo [Armadillo]

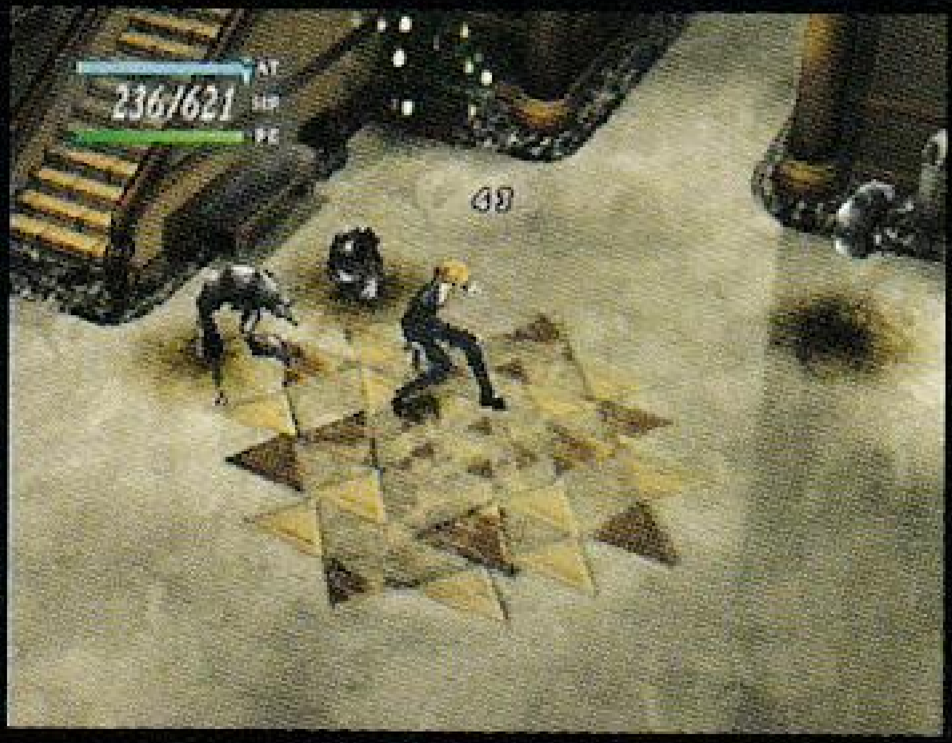




behavior pattern

It faces Aya and glides sideways. However, like PTERODACTY, it tends to try to distance itself when Aya gets too close. When attacking, it curls up (transforming into ARMADILLO-BALL form), but its ability values remain the same as normal. There are no changes such as increased defense.

Furthermore, ARMADILLO has the ability to "charge several times in succession if the total number of NMCs present at that time is low." When there are three or more, ARMADILLO can only charge once at a time, but if there are two, it can charge up to two times in succession, and if there is one, it can charge up to three times in succession.



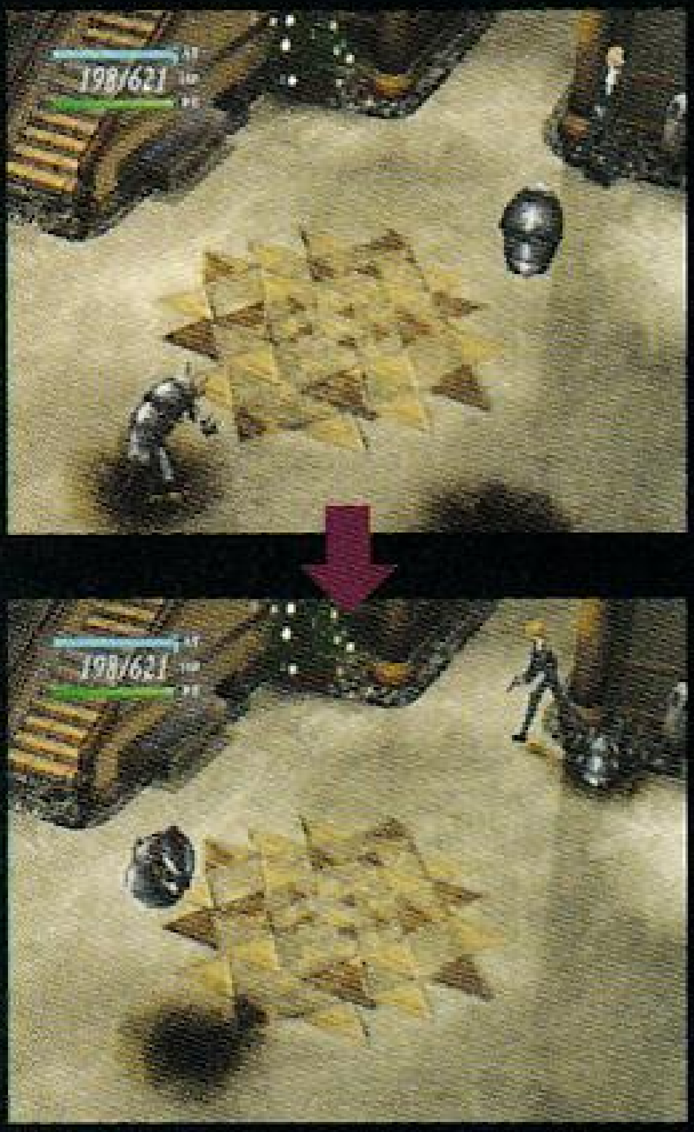
They use curling up as a means of attack.

ARMADILLO-BALL1, ARMADILLO-BALL2

enemy name	Appearance location	level	HP	Defense power	speed AT bar Accumulation	critical Hit rate	EXP	B.P.	contact damage	B.P. damage	escape
ARMADILLO1	Museum (Stone Face Statue Room)	29	283	80	81	52	2326	12	6	5	Not possible
ARMADILLO2	museum	29	283	80	81	52	1202	12	6	5	possible
ARMADILLO3	Chrysler Building, 41st to 60th floors, Chrysler Building, Room 38		410	92	64	52	144	20	11	5	possible

effective strategy

Attack it when it's bouncing at the start of its "charge" or when it's stationary after the charge ends. Its relatively high defense makes it hard to defeat, so you might be tempted to rush in and attack, but if you force it, you could become a target for its "charge." Prepare for a long battle and deal with it calmly. Incidentally, of the NMCs that appear in the museum, only ARMADILLO is effective against "Tranquil" (50% chance), so if you find its "charge" annoying, you can put it to sleep. It is weak to "Freeze," so attacking it with a weapon that has that additional effect is also effective.



◆If you want to attack ARMADILLO from close range, go to the edge of the screen and wait there for him to ``charge."

◆When you see the "charge" action, move a little to the side. The enemy will stop at the edge of the screen, so attack there.

Attacks used by ARMADILLO

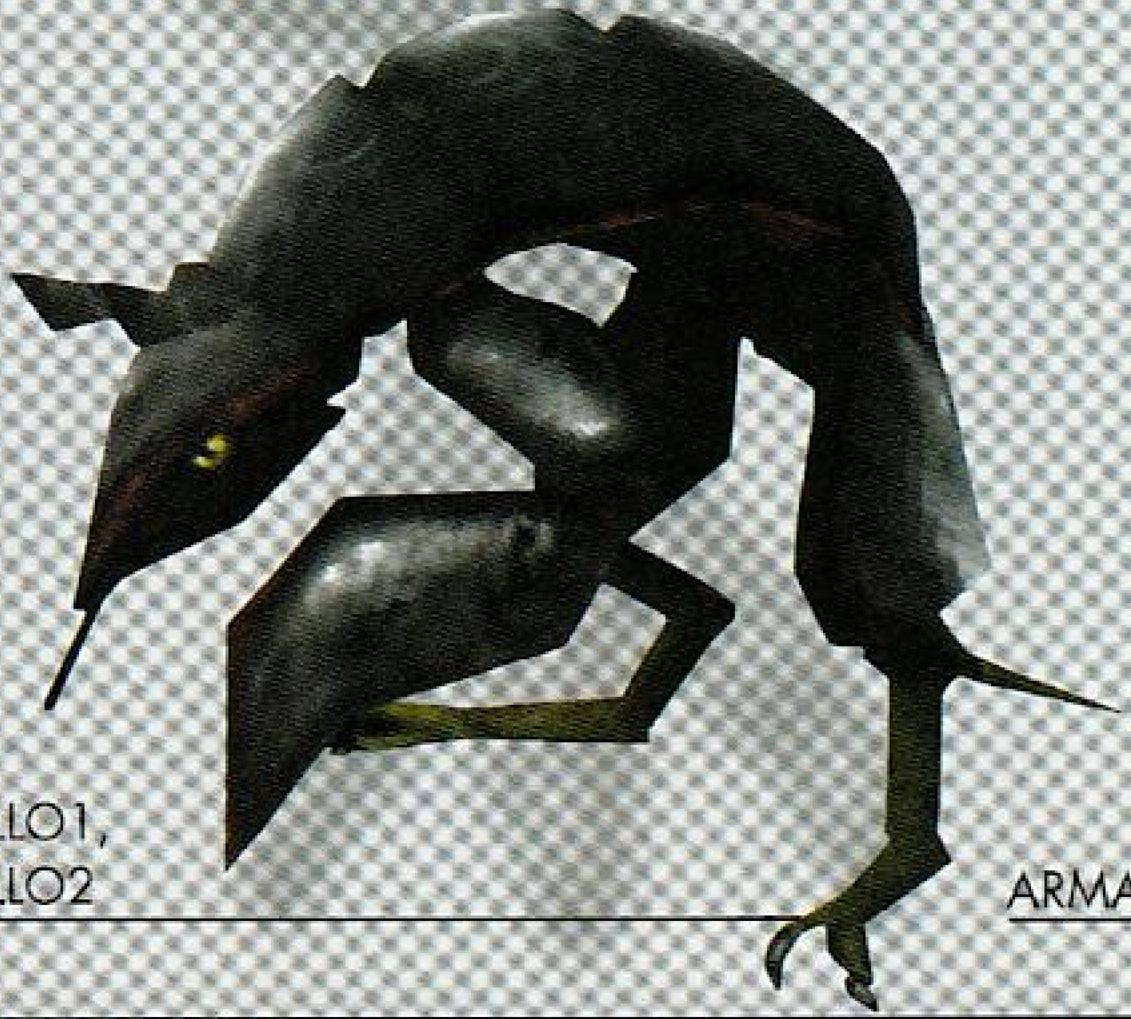
rush ································· (Physical attack)

enemy name	Offensive power	Additional effects
ARMADILLO1	152	——
ARMADILLO2	152	——
ARMADILLO3 280+floors×2		——

It curls up its body (into ARMADILLO-BALL form) and bounces on the spot three times, then rolls straight in the direction it is facing at high speed. If it hits the edge of the screen or rolls a certain distance, it will stop and return to its original form. It can be used up to three times in a row.

"How to avoid If you watch it bounce and then move away from the line of the ball rolling, you can easily avoid it.

ARMADILLO-BALL3



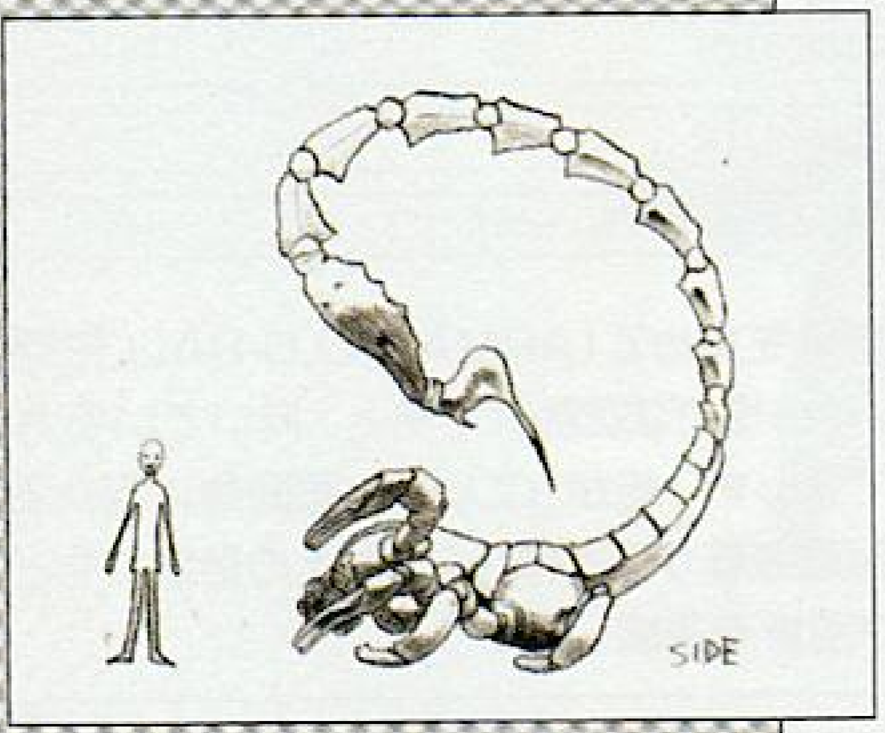
ARMADILLO1,
ARMADILLO2

ARMADILLO3

effectiveness		Success probability (%)							Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	フリーズ	スキャン	スロウ	コンフューズ	トランキル	サイアナイド	アシッド	盗み			
×	○	100	50	0	50	0	50	50	6 per second	Healing Potion 4 (90%), Panacea (10%)	Defense +1 (5%) (Non-possessor: 95%)
×	○	100	50	0 50 50 50 50 6 bullets per second+						15 (90%), Recovery Agent 3 (10%)	+15 bullets (20%), (non-possessed, 80%)
△	△	100	50	0	50	0	50	50	50 per second	Healing Agent 3 (20%), (80% do not own)	Healing agent 4 (5%) (not possessed, 95%)

SCORPION

Scorpion



SCORPION1, SCORPION2

behavior pattern

There are many enemies in the museum who are hesitant to move away from Aya, and SCORPION has this tendency as well. It has three types of attacks that it will use depending on where Aya is, but the "Stab" attack can also be used as a counter attack when it has received damage. Incidentally, if the relative positions and orientations of the enemies are in a certain state, SCORPION may stop moving (→ P.291).

effective strategy

With weapons that take a long time to perform an attack, such as a grenade launcher, there is a high chance that you will be hit by an enemy attack while holding the weapon, or that you will not be able to avoid a counter attack "stab." It is best to equip a handgun or machine gun and use the following tactics.

Normally, she will move around to the side of SCORPION, keeping a distance so that Aya's shadow does not touch its shadow. When there is no more space to move around, she can move around to the opposite side, passing in front of the enemy. To attack, she will aim for the opening after SCORPION has launched its attack. When SCORPION turns towards Aya and begins to move, moving around to the side a little is also an opportunity to attack.

However, the enemy has stronger defenses than ARMADILLO and a lot of HP, so it will take a lot of bullets to defeat them. If you have few bullets left, try using "Energy Shot" in combination, or attack first with a weapon that has the additional effect of "Acid" to poison the enemy.

enemy name	Appearance location	level	HP	防御力	ATバー蓄積速度	クリティカルヒット率	EXP	BP	接触ダメージ	BPダメージ	逃走
SCORPION1	Museum (SCORPION's room)	32	486	90	85	38	3652	24	10	9	possible
SCORPION2	museum	32	431	90	85	38	2036	24	10	9	possible
SCORPION3	chrysler Building 41st to 50th floors	35	580	98	64	38	160	24	12	4	Possible

Attacks used by SCORPION

piercing •••••••••••••••••••••••••••••••••••• (Physical attack)

Enemy name	Attack power	Additional effects
SCORPION1	154	—
SCORPION2	154	—
SCORPION3	228+floor number x 2	—

Used when Aya is close. Swings her tail forward. Does not have the additional effect of poison, but has a long reach. Can also be used as a counter attack when taking damage.

"How to avoid it: If you normally try to get around to the side of the SCORPION, you will rarely be hit. You can also make the SCORPION miss its counter attack, the 'Stab', by hitting it when it is not facing Aya.

scissors •••••••••••••••••••••••••••••• ...(Physical attack)

enemy name	Offensive power	Additional effects
SCORPION1	168	—
SCORPION2	168	—
SCORPION3	310+floor number x 2	—

Used when Aya is close and slightly off-center from the front, she leans her body to the right and swings her right scissors sideways with force.

How to avoid: Its movements are quite fast and its attack range is wide. Once you recognize it as a "scissors" attack, it's nearly impossible to avoid it. Always move around to the side of SCORPION to prevent it from using this attack. Incidentally, the attack range of "scissors" is slightly to the left, so if you move around to the enemy's right hand, it will often miss.

poisonous fog •••••••••••••••••••••••••••••••••• • (PE attack)

enemy name	Offensive power	Additional effects
SCORPION1	130	Poison (18 damage per 60 seconds)
SCORPION2	130	Poison (18 damage per 60 seconds)
SCORPION3	175 + floor number x 2	Poison (20 damage per 80 seconds)

Used when Aya is in front of him. He turns his head while facing Aya, then blows out purple mist in front of him. The mist snakes around and spreads over a wide area.

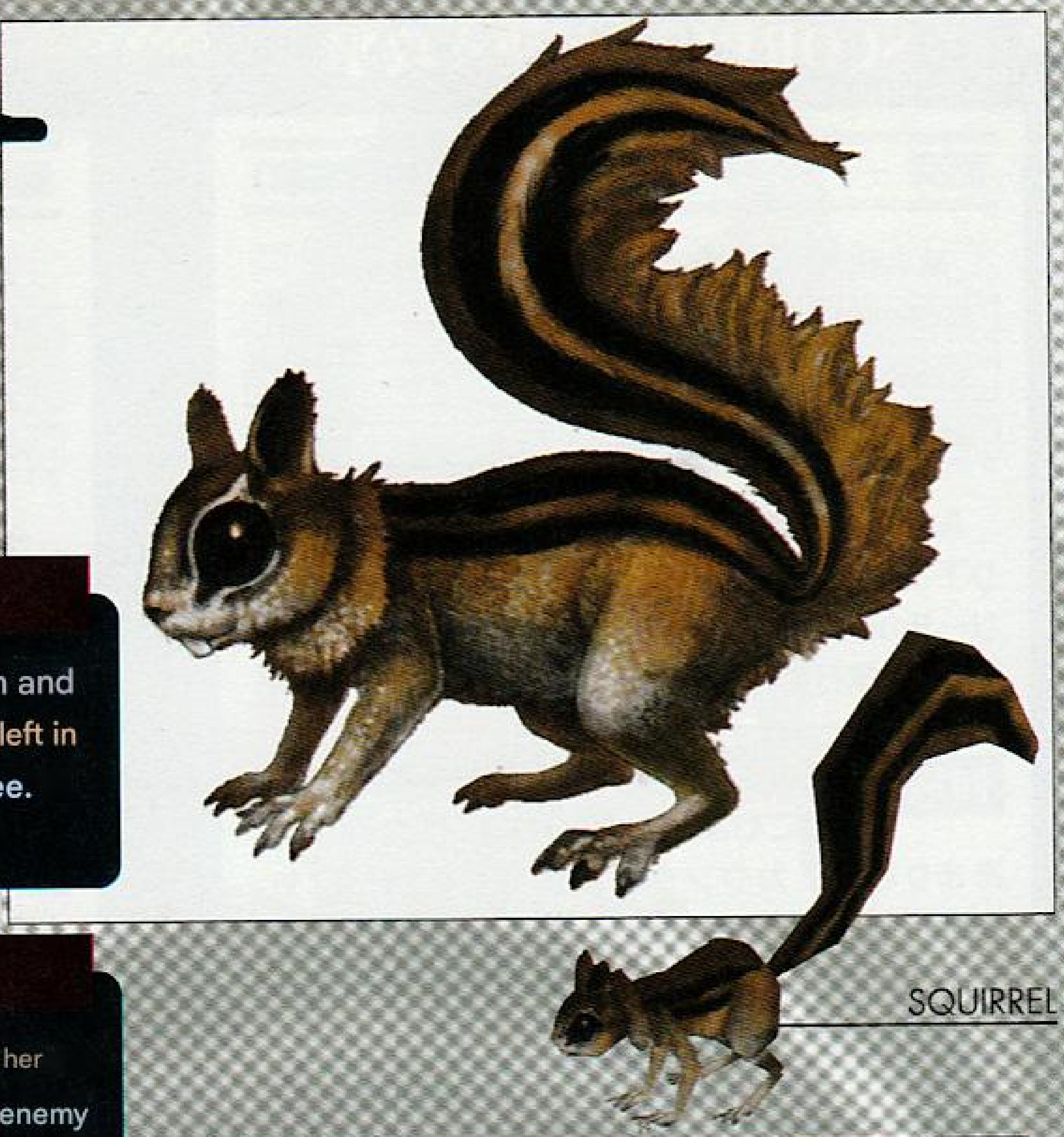
How to avoid it: If you are in the gap in the fog's trajectory, you won't be hit. However, it is difficult to aim and enter that spot, and if you fail, you may be hit by the "poison mist" twice in a row. If possible, try to avoid it by going around to the side of the SCORPION. Also, if you come into contact with the "poison mist" at the moment it is sprayed out, there is a high probability that the damage you receive will be zero (in this case, you will not be poisoned).

SCORPION3

effectiveness		Success probability (%)									
ヒート	フリーズ	scan	slow	コンフューズ	トランキル	サイアナイド	アシッド	盗み	Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
△	△	100	0	50	0	0	50	50	6 per second	Healing Potion 3 (80%), Hit Range +1 (10%), Hit Range +2 (10%)	Hit range +2 (20%), (-80% when not possessing)
△	△	100	0	50	0	0	50	50	6 per second	Poison Cure (90%), Ammo +30 (10%)	Poison cure (90%), Recovery potion 4 (10%)
×		0 100 0 0			0		0 50 100 51 per second			Bullet +6 (80%), Bullet +30 (20%)	Healing Agent 4 (80%), Revive Potion (20%)

SQUIRREL

Squirrel



SQUIRREL

behavior pattern

It runs around, frequently changing direction and occasionally attacking. If there is only one Squirrel left in the battle and its HP is not full, that Squirrel will flee.

effective strategy

Always stay close to SQUIRREL and attack after dodging her "Scatter Shots" or while she's moving. She's a tricky enemy despite her appearance, so you'll want to defeat her as quickly as possible. If you've increased your weapon's attack power (base value + additional value) to 200 or more, you should be able to defeat her in one or two attacks.

"Scatter Shot" has the additional effect of causing confusion, 複数 and will often hit you times. If you're not confident in your ability to dodge, make sure you raise your PE defense enough to reduce the damage you receive (raising it to 180 or above will prevent you from taking much damage).

◆ Its "Scatter Shot" is powerful. However, defeating it will give you a lot of EXP and BP, so it would be a waste to let it escape.

Attacks used by SQUIRREL

Diffusion bullet ······································ · (PE attack)

enemy name	Offensive power	Additional effects
SQUIRREL	640 + floor number x 2	confusion

After turning towards Aya, it scatters a large number of bullets from its mouth over a wide area in front of it.

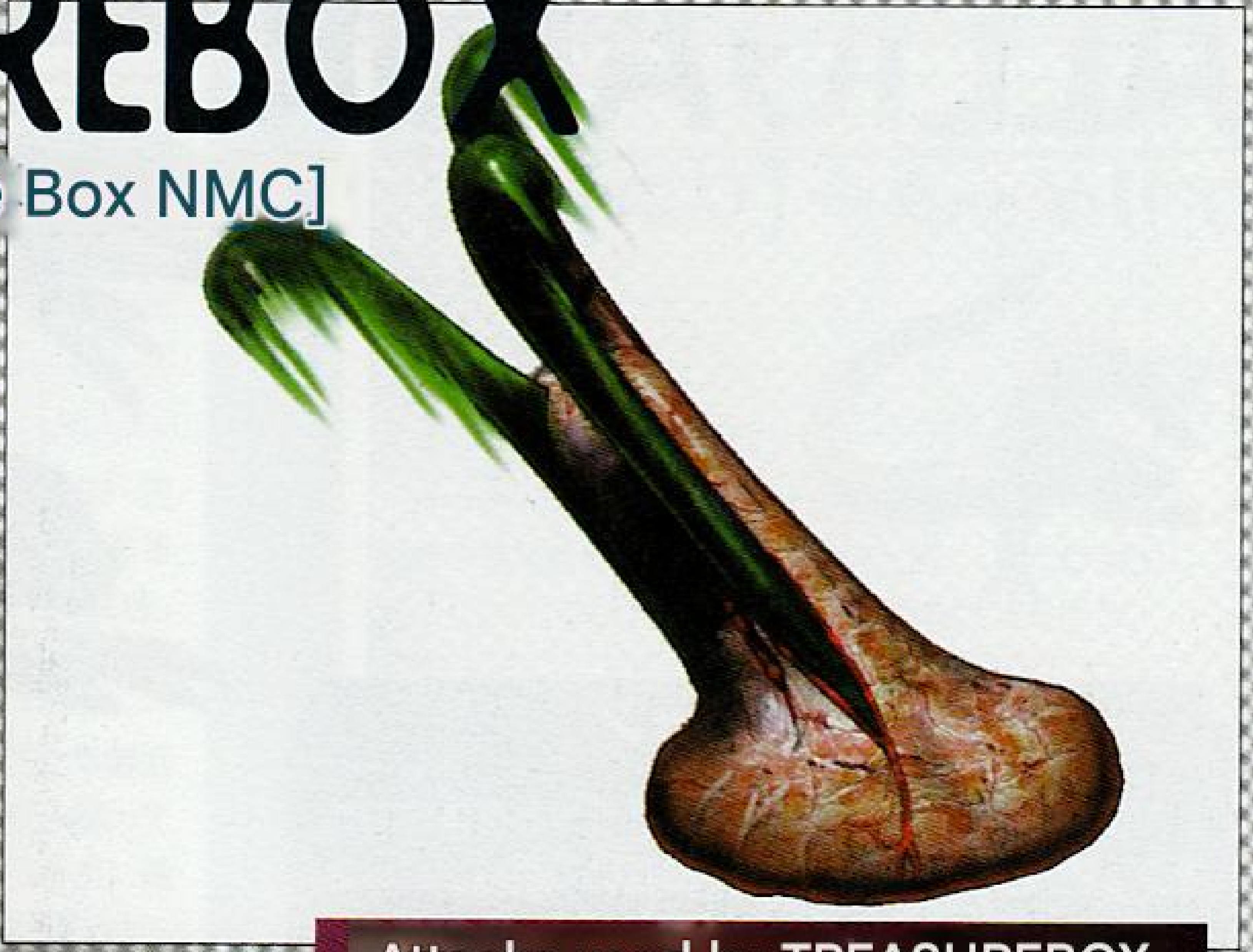
"How to avoid: If it is fired at a distance, avoid the gap between the bullets. This can be very difficult. Get as close as possible, and as soon as SQUIRREL turns towards Aya, quickly move to the side to avoid it. While you won't be hit by the "Scatter Shot" if you're near SQUIRREL's mouth, if you take contact damage and are pushed back you'll be hit by the bullets, so this isn't very practical.

enemy name	Appearance location	level	HP	Defense power	AT bar	critical Hit rate	EXP	BP	接触ダメージ	BPダメージ	逃走
SQUIRREL	Chrysler Building, 51st to 60th floors, Chrysler Building, Room	53	670	86	128	80	2500	250	13	30	Possible

effectiveness		Success probability (%)									
ヒート	フリーズ	スキャン	slow	コンフューズ	トランキル	サイアナイド	アシッド	steal	Additional damage from acid	Dropped items (probability of appearance is in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
×	×	100	0	0	0	0	0	50	—	Healing Agent 4 (80%), Revive Potion (20%)	Confusion Remedy (80%), Revive (20%)

TREASUREBOX

Treasure Box [Treasure Box NMC]



TREASUREBOX

behavior pattern

NMC appears from a treasure chest in a room in the Chrysler Building. Its defining feature is that it always launches a "tentacle thrust" before leaping out. It then repeats the following cycle: move counterclockwise while bouncing → approach Aya → attack → move clockwise while bouncing → approach Aya → attack → move counterclockwise while bouncing...

effective strategy

Approach and attack, and when you see the enemy's attack movement, move away to avoid it, then approach again and attack... Repeat this process. The first "tentacle thrust" cannot be avoided, but if you are equipped with a weapon with the additional effect of "preemptive attack" and Aya's AT bar is full as the battle begins, you can attack immediately and defeat her without being hurt.

Attacks used by TREASUREBOX

Tentacle thrusts... ••••••••••••••• ....(Physical attack)

enemy name	Offensive power	Additional effects
TREASUREBOX	360 + floors x 2	——

It captures Aya's location, jumps close to her, and then extends its tentacles toward the captured location.

Workaround You can avoid it by waiting for it to jump and then moving to the side or backwards.

Tentacle waving •••••••••••••••••• • (Physical attack)

enemy name	Offensive power	Additional effects
TREASUREBOX	420 + floors x 2	——

Similar to "Tentacle Thrust," it jumps close to Aya, then spreads its tentacles and spins.

"How to avoid Wait until it jumps and then move backwards to easily dodge it.

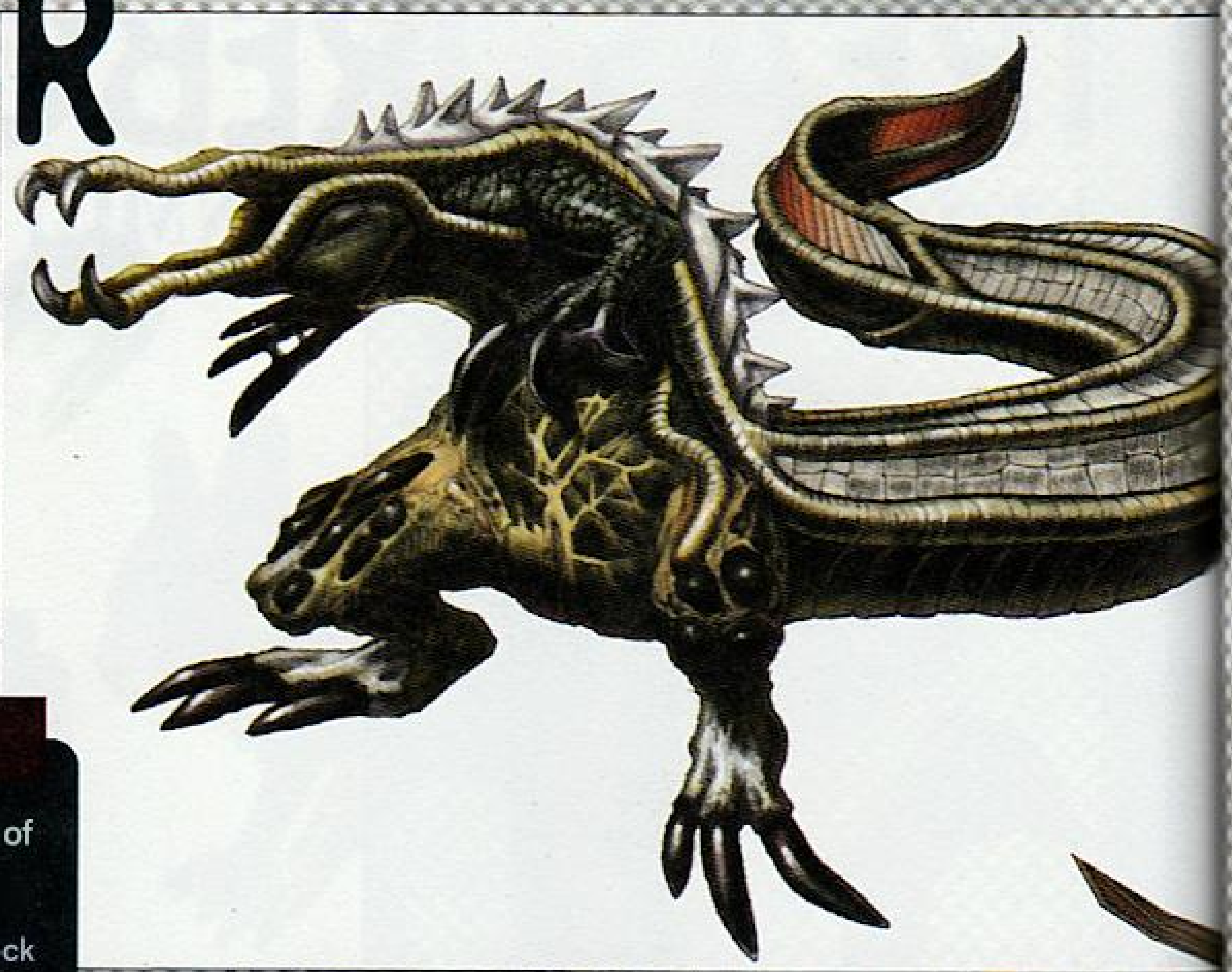
enemy name	Appearance location	level	HP	Defense power	AT bar、ー 蓄[illegible]度	critical Hit rate	EXP	BP	接触ダメージ	BPダメージ	逃走
TREASUREBOX	Chrysler Building (inside the treasure chest)	45	520	64	160	90	255	0	20	0	Not possible

effectiveness		Success probability (%)									
ヒート	フリーズ	scan	スロウ	コンフューズ	トランキル	サイアナイド	アシッド	steal	Additional damage from acid (	Dropped items (probability of appearance is in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
×	×	100	100	0	100	0	0	0	——	Ammo +30 (70%), Revive Potion (30%)	——

ALLIGATOR

alligator [Crocodile]

ALLIGATOR1

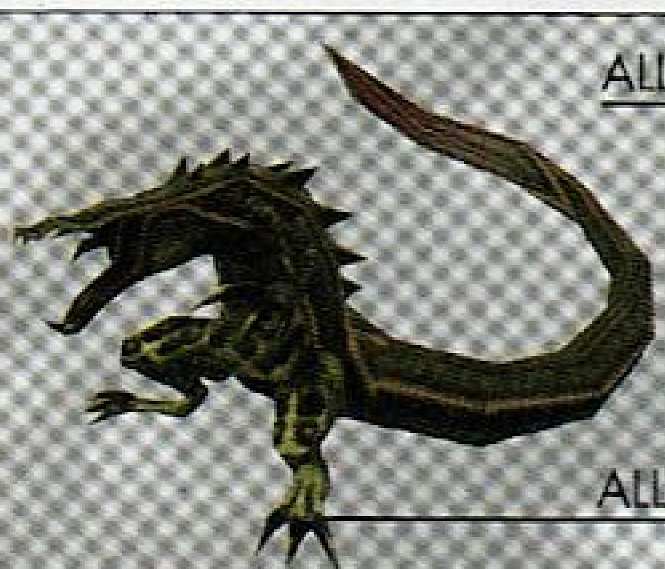


behavior pattern

ALLIGATOR1 walks while slowly changing the direction of its body towards Aya, and if they are close it attacks with a "tail strike", but if they are far apart it mainly attacks with a "shock wave". ALLIGATOR1 has two targets, its head and tail, and it is characterized by not ceasing activity until its head is destroyed. However, until its tail is destroyed, the defensive power of its head, which is its weak point, is abnormally high. After the tail is destroyed, it attacks with a "beam".

ALLIGATOR 2 and 3 move by repeatedly walking and dashing regardless of where Aya is. If they are close to Aya, they will use "Tail Attack," and if they are far away, they will alternate between "Beam (or Explosive Beam)" and "Shock Wave."

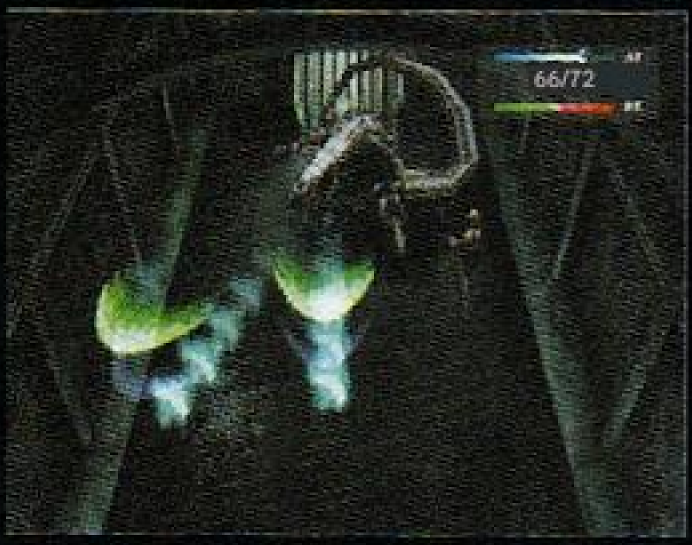
ALLIGATOR2



ALLIGATOR3

effective strategy

The basic strategy is to get close enough to avoid the "Tail Attack," dodge the "Shock Wave" and "Beam (or Explosive Beam)," and then hit it with your own attack. However, for the ALLIGATOR1, which has two targets, attack the tail before the head to destroy it.



◆No matter which way the shock wave swings its tail, if you move up to this point it won't hit you.

Attacks used by ALLIGATOR

tail attack .... (Physical attack)

enemy name	Offensive power	Additional effects
ALLIGATOR1	34	—
ALLIGATOR2	172	—
ALLIGATOR3	220	—

This attack is used when you are close to Aya. It involves a quick swing of the tail. In the case of ALLIGATOR1, this attack will no longer be used after the tail is destroyed.

"How to avoid | There is no way to avoid it. Just don't get close enough to be hit by a "Tail Strike."

enemy name	Appearance location	level	HP	Defense power	speed AT bar Accumulation	クリティカルヒット率	EXP	BP	接触ダメージ	BPダメージ	逃走
ALLIGATOR1 (head)	Sewer 1 (Sewer 11)	7	120	※1	80	30	30	31	4	3	Not possible
ALLIGATOR1 (tail)	Sewer 1 (Sewer 11)	7	80	6	80	30	0	0	—	0	Not possible
ALLIGATOR2	Sewers 2 (Pump Station (After the Movie))	25	215	50	100	30	522	26	8	8	Possible
ALLIGATOR3	Chrysler Building, 20th floor	29	1200	72	56	30	150	256	7	16	Not possible

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*1. The defense power of ALLIGATOR1 (head) changes from 200 (before the tail is destroyed) to 6 (after the tail is ※ destroyed). 2. There are two ALLIGATOR3s, one of which drops Chrysler Key 2 and the other drops a resuscitation potion.

shock wave .... (PE attack)

enemy name	Offensive power	Additional effects
ALLIGATOR1	34	—
ALLIGATOR2	168	—
ALLIGATOR3	195	—

It faces Aya, swings its tail, and releases a crescent-shaped shock wave in five directions. Whether it swings its tail left or right is determined randomly. In the case of ALLIGATOR1, it will no longer use this after the tail is destroyed.

How to avoid: If you're close to the enemy, get close and get around to the side, and you'll be able to slip into a position where the shockwave won't hit you no matter which way it swings its tail. If you're far away, you can avoid it by getting in between the shockwaves.

Tsume .... · (Physical attack)

enemy name	Offensive power	Additional effects
ALLIGATOR1	39	—

Only used by ALLIGATOR1. After locating Aya's location, it runs straight there and swings its front legs.

Workaround If you see an enemy running towards you, move to the side to dodge.

Counterattack claw .... (Physical attack)

enemy name	Offensive power	Additional effects
ALLIGATOR1	39	—

Used by ALLIGATOR1 whose tail is not destroyed when it receives damage to its head. After barking three times, it will chase Aya and swing its front legs when it gets close.

How to avoid it: You can avoid it by intentionally taking contact damage and then running diagonally backwards, but the best way to deal with it is to avoid attacking the head until you destroy the tail.

beam .... (PE attack)

enemy name	Offensive power	Additional effects
ALLIGATOR1	37	—
ALLIGATOR2	189	—
ALLIGATOR3	264	—

After turning towards Aya, it fires three beams of fire from its mouth (ALLIGATOR 2 and 3 only fire one). ALLIGATOR 1 only uses this after destroying its tail.

Workaround When the enemy turns towards Aya, she can easily dodge by simply moving to the side.

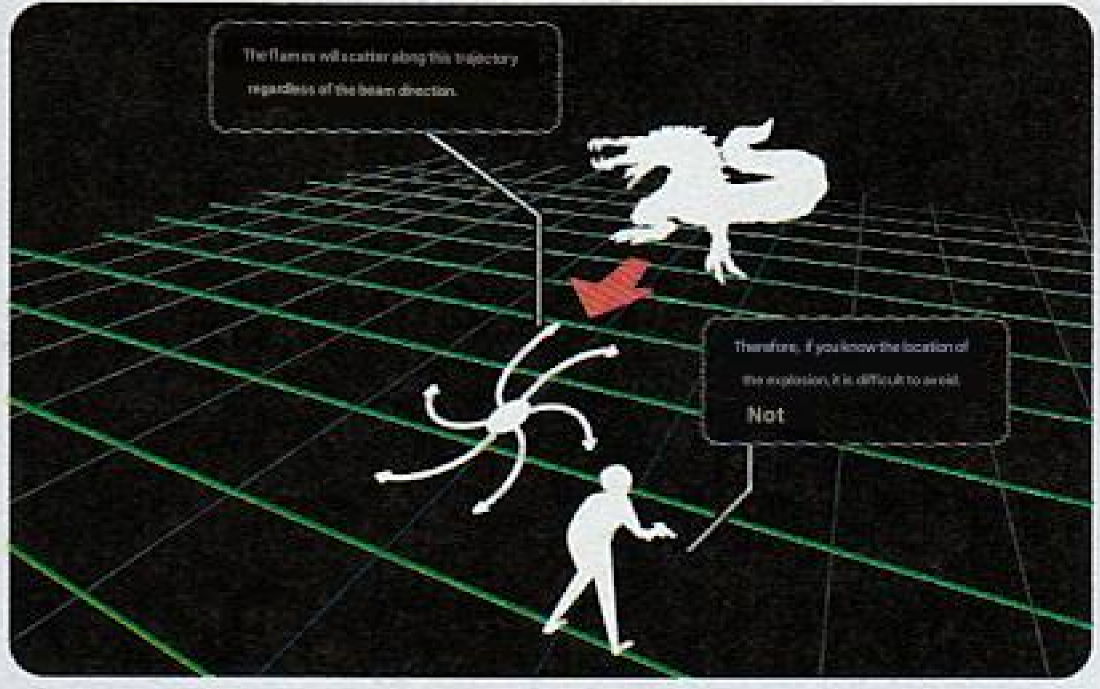
explosive beam .... · (PE attack)

enemy name	Offensive power	Additional effects
ALLIGATOR2	Beam 189, Fire 189	—
ALLIGATOR3	Beam 264, Fire 264	—

The beam explodes midway, scattering flames in six directions (eight directions in ALLIGATOR 3). However, if it explodes at the edge of the screen, flames may not appear.

How to avoid it: The trajectory of the flames remains constant regardless of the direction the beam is fired, so simply move to a location outside the beam's trajectory and where the flames will not come.

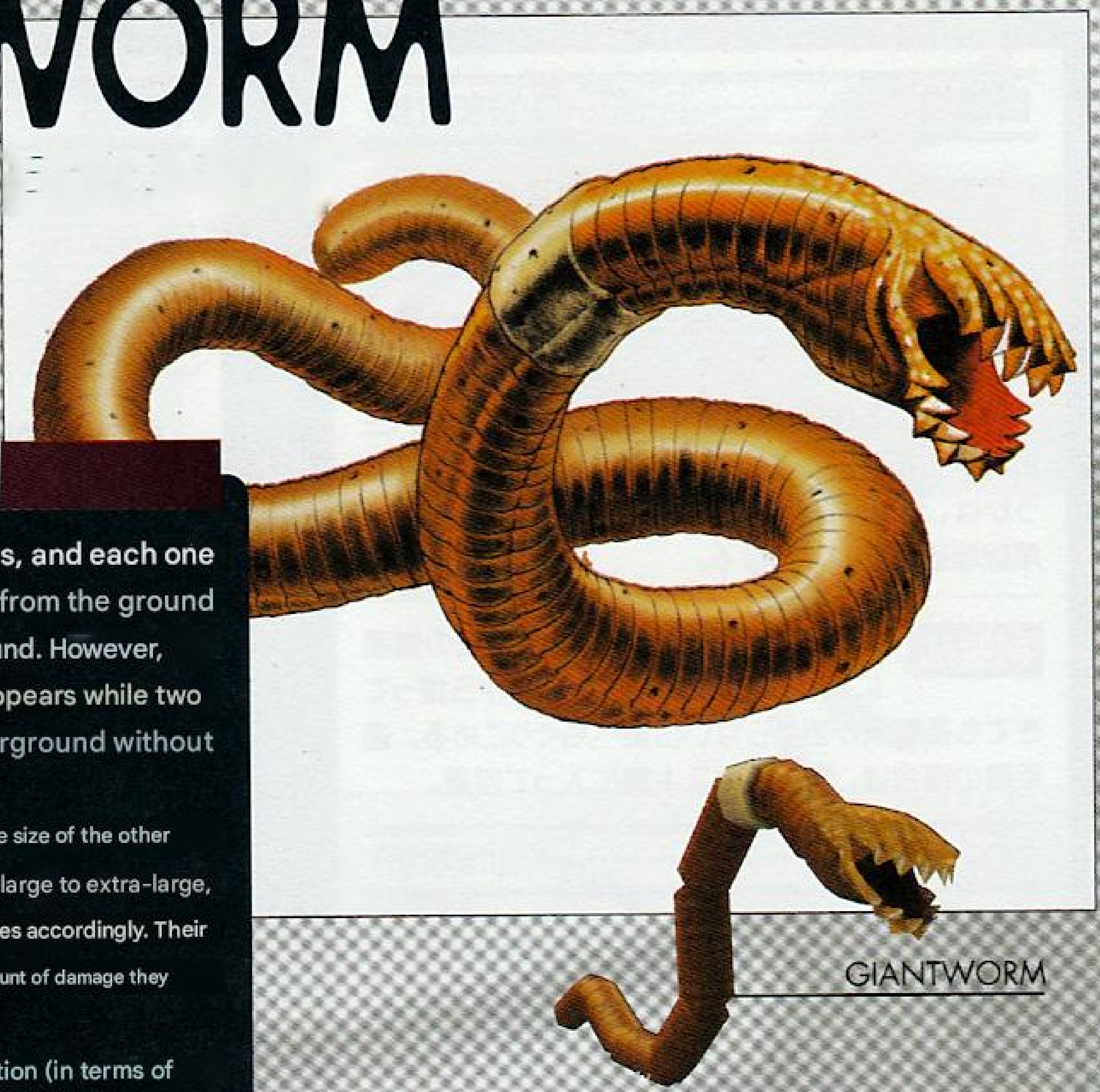
● How to avoid the "Explosive Beam"


The flames will scatter along this trajectory regardless of the beam direction.
Therefore, if you know the location of the explosion, it is difficult to avoid.
Not

effectiveness		Success probability (%)							Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	フリーズ	スキャン	slow	コンフューズ	トランキル	サイアナイド	acid	steal			
○	×	0	50	0	100	0	0	50	—	Kv Best (100%)	Attack power +1 (50%), CR avoidance +1 (50%)
○	×	0	50	0	0	0	0	50	—	(Not owned: 100%)	(Not owned: 100%)
○	△	100	0	0	0	0	50	50	2 per second	Hit distance +1 (50%), CR avoidance +1 (50%)	Junk (80%), Tools (20%)
○	×	0	50	0	0	0	0	0	—	Chrysler Key 2 (100%), Revive Drug (100%) *2	—

GIANTWORM

Giant worm

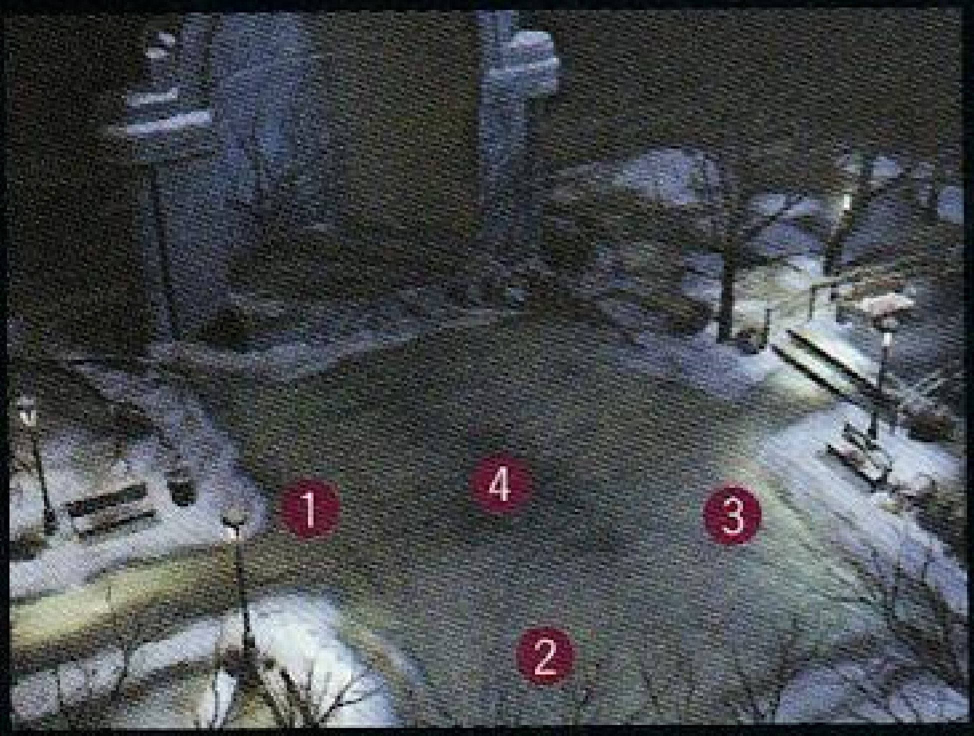


behavior pattern

There are a total of four Giant Worms, and each one repeats the following pattern: emerge from the ground facing Aya, attack, then return underground. However, only two can attack at a time. If a third appears while two are attacking, it will simply retreat underground without attacking.

Each time one of the Giant Worms is defeated, the size of the other Giant Worms increases from small to medium to large to extra-large, and the size of their "explosive bullets" also increases accordingly. Their ability values also change to reflect that size, but the amount of damage they have received up to that point is carried over.

Each GIANTWORM appears in a fixed location (in terms of target numbers, target 1 appears from the left of the screen, 2 from the bottom, 3 from the right, and 4 from the top). Once a target is defeated, GIANTWORMs will no longer appear from that location, but as an exception, if you defeat target 4, 3 will appear from 4's location (or 2 if 3 was also defeated), and the final one will appear from the bottom center of the screen (below 2), regardless of the previous locations.



⇦ number of targets. The locations where GIANTWORM appears ④ There are four locations. The numbers correspond to the correspond to the kara letters.

effective strategy

First, wait a certain distance away from the location of the enemy you want to attack. When the enemy you're aiming for emerges from the ground, move to the right to avoid its "bite." After that, if an "explosive bullet" comes your way, avoid it using the method on the right page, but if it doesn't, immediately attack the target enemy. Repeat this process.

When there's only one enemy left, go to the bottom right of the screen before the enemy appears. The GIANTWORM (extra large) enemy will always use a "sweep" attack after appearing, so dodge using the evasion method on the right page and attack immediately after. Once the enemy burrows into the ground, go to the bottom right of the screen again and wait for the enemy to appear... and repeat.

Furthermore, if there are only two enemies remaining, you can win without the GIANTWORM (extra large) appearing by defeating both of them while they are still there.

enemy name	Appearance location	level	HP	Defense power	speed AT bar	critical Hit rate	EXP	BP	接触ダメージ	BPダメージ	escape
GIANTWORM (small)	Central Park (Amphitheater)	13	120	18	40	35	80	80	5	4	Not possible
GIANTWORM (medium)	Central Park (open-air music hall)	13	150	18	45	40	80	80	7	4	Not possible
GIANTWORM(Large)	Central Park (open-air music hall)	13	180	18	50	40	80	80	8	4	Not possible
GIANTWORM (extra large)	Central Park (Amphitheater)	13	210	18	55	42	80	80	10	4	Not possible

Attacks used by GIANTWORM

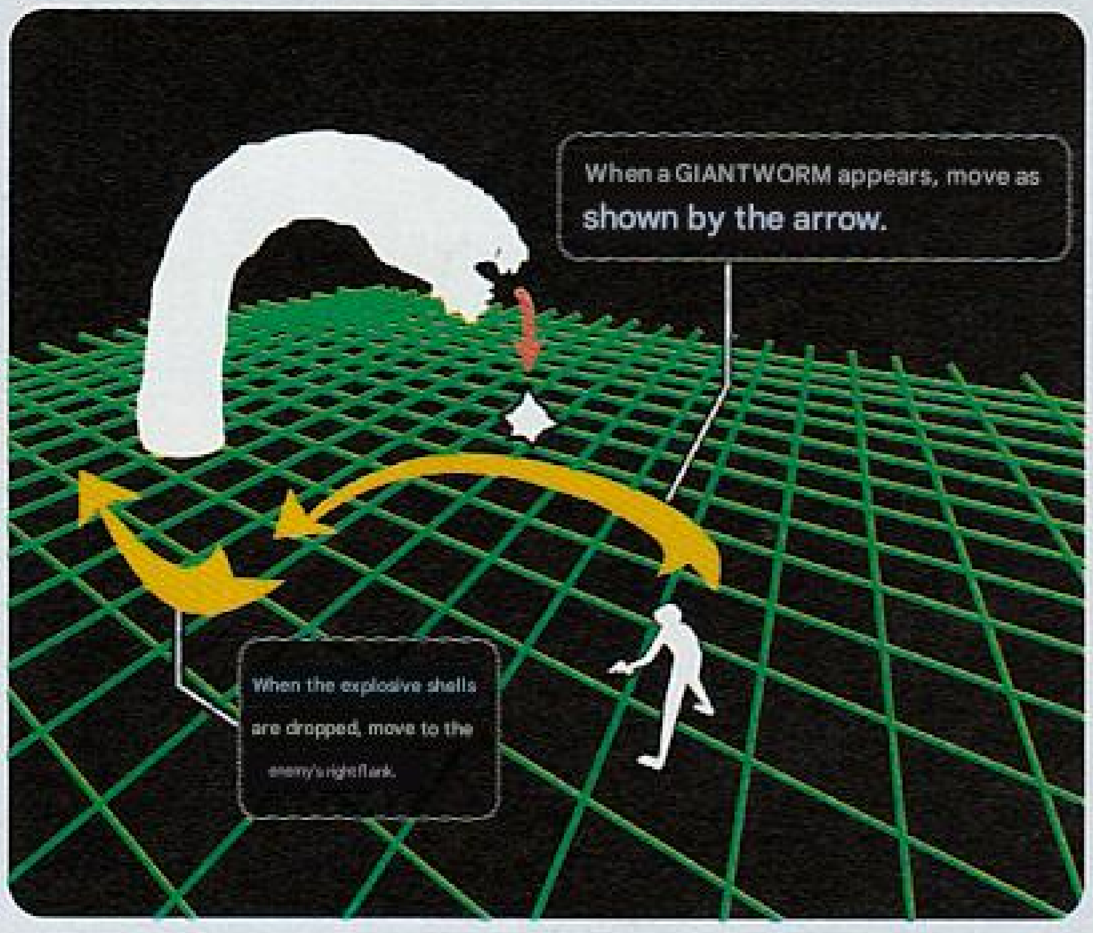
explosive bullet ·································· · (PE attack)

enemy name	Offensive power	Additional effects
GIANTWORM (small)	54	——
GIANTWORM (medium)	56	——
GIANTWORM (Large)	59	——
GIANTWORM (extra large)	63	——

After leaning back, he throws a spiked bullet towards Aya. The bullet's range remains constant regardless of the distance between them. When the bullet hits Aya or falls close to the ground, it explodes, sending spikes flying in 3 to 7 directions around it (the closer he is to Aya at the start of the move, the more spikes there will be and the wider the area they will cover).

回避法 Approach the GIANTWORM as it leans back to drop a projectile, and after it drops, approach the enemy's right side, which will be a safe zone for the projectile (and spikes). You can also avoid it by moving away from the enemy and slipping into the gap between the spikes, but this method makes it difficult to move on to an attack after dodging, so it is not recommended.

● How to avoid "explosive bullets"


When a GIANTWORM appears, move as shown by the arrow.
When the explosive shells are dropped, move to the enemy's right flank.

Biting ································· (Physical attack)

enemy name	Offensive power	Additional effects
GIANTWORM (small)	60	——
GIANTWORM (medium)	52	——
GIANTWORM(Large)	62	——
GIANTWORM (extra large)	66	——

When Aya is in front of him and they are close to each other, he sometimes uses this move. He swings his head down and bites.

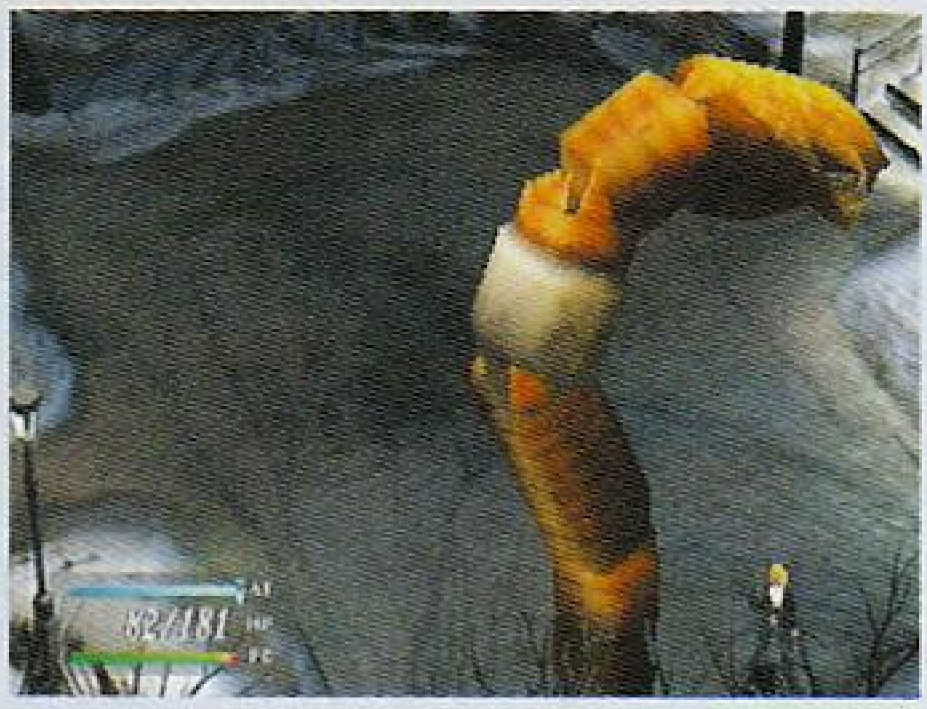
Avoidance: If you move to the left or right when an enemy emerges from the ground, the chances of them attacking you will be lower, and even if they do attack, you will have a high chance of avoiding them.

mowing down ································· (Physical attack)

enemy name	Offensive power	Additional effects
GIANTWORM (extra large)	74	——

This attack is only used by GIANTWORM (extra large), and can only be used if Aya is within its attack range when it emerges from the ground. After capturing Aya's position, it will fall to her right and then sweep to the left.

How to avoid: Wait at the bottom right of the screen, and once the enemy has emerged from the ground, head to the bottom left of the screen, which will be a safe zone from attacks.



You can also avoid this by waiting for the enemy to appear and heading to the bottom right.

effectiveness		Success probability (%)							damage (from acid Additional	Dropped items (probability of appearance is in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	フリーズ	スキャン	slow	コンフューズ	トランキル	サイアナイド	アシッド	盗み			
△	×	0	0	0	0	0	0	100	——	Ammo +15 (70%), Defense +1 (30%)	Bullet +15 (80%), Tools (20%)
△	×	0	0	0	0	0	0	100	——	弾+15 (70%), defense power +1 (30%)	Bullet +15 (80%), Tools (20%)
△	×	0	0	0	0	0	0	100	——	Ammo +15 (70%), Defense +1 (30%)	Bullet +15 (80%), Tools (20%)
△	×	0	0	0	0	0	0	100	——	Ammo +15 (70%), Defense +1 (30%)	Bullet +15 (80%), Tools (20%)

KERBEROS

Cerberus [Cerberus]

behavior pattern

It faces Aya and moves in a circular motion around the screen. Its movement range is limited to the upper half of the screen, and if it steps into the lower half, it will immediately reverse its direction.

Which of the four attacks will be used is determined by Aya's remaining HP and the amount of damage the left or right head has received, but attacks used by heads that have already been destroyed will not be selected.

After launching the attack, the direction in which Aya will start moving is determined by whether she is on the right or left side of KERBEROS at the moment she starts moving (if she is on the right, she will start moving left, if she is on the left, she will start moving right).

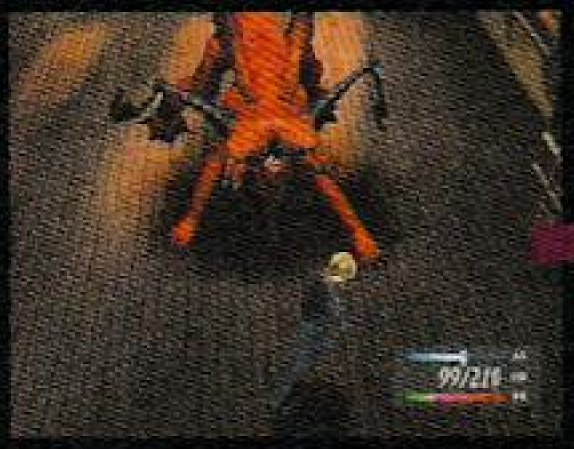
KERBEROS

effective strategy

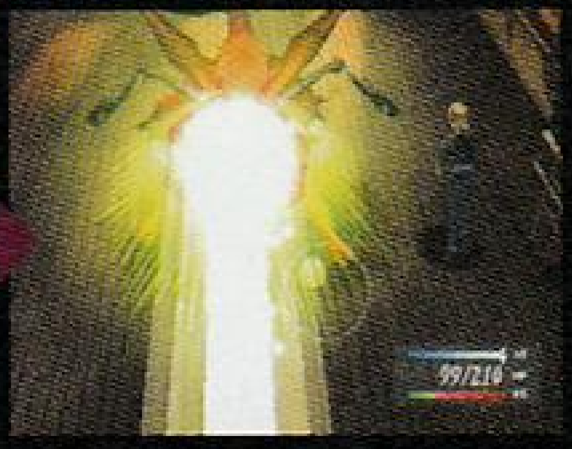
Keep a close distance between you and the enemy, avoid their attacks, and then attack with your own. The unavoidable "Wave" will not be used if you keep Aya's remaining HP below half of her maximum HP until you destroy the left head.

There are ways to avoid both the "Bite" and "Beam Strafe" attacks (see the photo on the right), but since KERBEROS is large and the battle screen is small, always try to avoid in the wider area. If you understand the enemy's movement rules in the "Behavior Pattern" column and can adjust the enemy's orientation and movement direction, you should be able to reduce the number of situations where you fail to avoid attacks. By the way, keep in mind that KERBEROS moves for about two seconds, and during that time the enemy can move from the left edge of the screen to the right edge.

In what order should you destroy the three target heads? The order of attacks to be blocked depends on which attack you want to prioritize (make unusable). If you want to prioritize blocking "Recovery," it's recommended to destroy them in the order of down → right → left, if you want to prioritize blocking "Bite," then left → right → down, and if you want to prioritize blocking "Surge," then right → down → left.



First, move to the side just before the enemy's attack comes. Even if the "bite" comes at this time, if you continue moving sideways you won't be hit.



◆If the attack is a "Beam Strafe", you can avoid it by quickly approaching the enemy and moving around to the side.

enemy name	Place of appearance	レベル	HP	防御力	ATバー蓄積速度	クリティカルヒット率	EXP	BP	接触ダメージ	BPダメージ	逃走
CERBEROS (lower head)	Police Station (document room)	18	450	24	50	50	1000	0	10	0	Not possible
KERBEROS (left head)	Police Station (document room)	18	220	24	50	50	0	0	10	0	Not possible
KERBEROS (right head)	Police Station (document room)	18	320	24	50	50	0	0	10	0	Not possible

Attacks used by Kerberos

Beam strafing ………………………… (PE attack)

enemy name	Offensive power	Additional effects
CERBEROS	92 (110 after destroying two heads)	——

After facing Aya, it will concentrate light into its central mouth and fire a beam. While firing the beam, it can either quickly swing its body left and right, or change the firing angle toward Aya (up to a certain angle). The beam lasts for a long time, but it will not hit Aya more than twice in one "beam sweep." The usage rate increases with each head destroyed, and attack power also increases after two heads are destroyed.

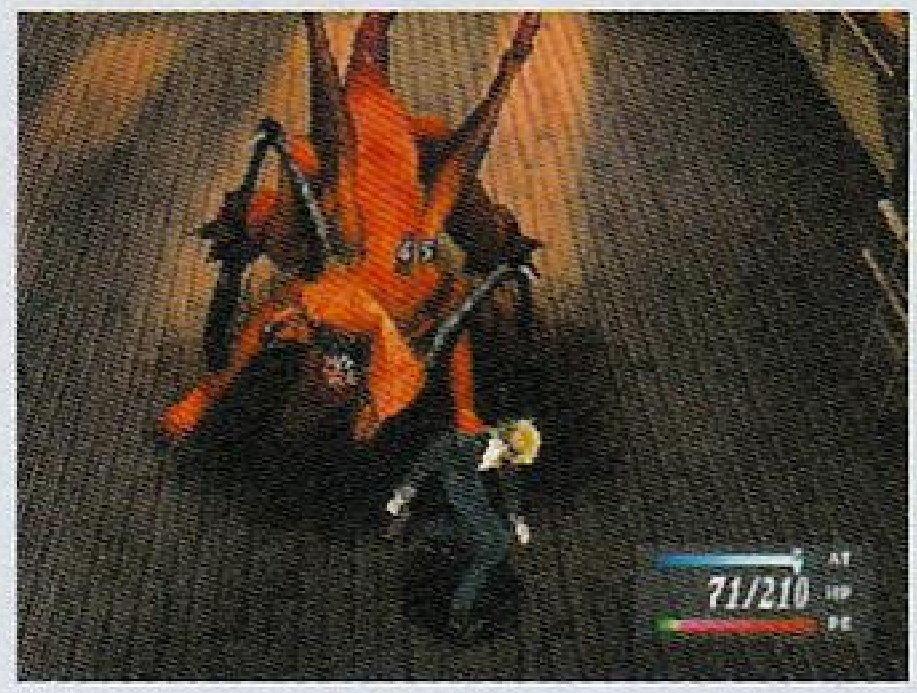
Workaround You can avoid this by closing the distance between you and CERBEROS and moving around to the side.

Biting/ ………………………… · (Physical attack)

enemy name	Offensive power	Additional effects
CERBEROS (left head)	110 (120 after destroying two heads)	——

This attack is used by the left head. It leaps at Aya and bites her. Its usage rate increases if you destroy the right head.

How to Avoid It is almost impossible to avoid it after seeing it. You can avoid it by timing the attack and moving to the side just before it hits.



Keep some distance. It's not possible to avoid it. If you are too close to each other, move to the side.

wave ………………………… · (PE attack)

enemy name	Offensive power	Additional effects
CERBEROS (Right Head)	HP halved (or reduced to a quarter)	——

Used by the right head when Aya's remaining HP is more than half of her maximum HP. It howls and emits purple (or blue) waves around it. The purple waves deal damage equal to half of Aya's remaining HP, while the blue waves deal damage equal to one-quarter of Aya's remaining HP (rounded up). It tends to use purple waves more frequently when it is close to Aya, and blue waves more frequently when it is far away.

Avoidance: It is impossible to avoid, and unlike BIG-DOGMAN's "Wave," it cannot be completely nullified with a "Barrier." However, if Aya's remaining HP is kept below half of her maximum HP until the right head is destroyed, it is possible to block the use of "Wave" itself, although there is a high chance that Aya's remaining HP will reach zero.

recovery ………………………… · (Special ability)

enemy name	Offensive power	Additional effects
CERBEROS (lower head)	——	——

When the left or right head is damaged, the bottom head will sometimes use this move. Lick the left or right head to recover 100 HP (the amount recovered may change occasionally).

How to Avoid This: If you destroy the bottom head first, you can prevent it from being used. However, since the usage rate of "Recovery" is low, it doesn't matter if you deal damage to the left or right head first. Furthermore, since the bottom head never uses "Recovery" on itself, destroying both the left and right heads will effectively prevent it from being used.

effectiveness		Success probability (%)							Additional damage	Dropped items	Items that can be stolen
heat	フリーズ	スキャン	slow	コンフューズ	トランキル	サイアナイド	アシッド	steal	from acid	(probability in parentheses)	(probability of appearance is in parentheses)
△	△	0	0	0	0	0	0	0	——	M9 modified (100%)	——
×	○	0	0	0	0	0	0	0	——	(Not owned: 100%)	——
○	×	0	0	0	0	0	0	0	——	(Not owned: 100%)	——

SPIDER-WOMAN

Spider Woman

SPIDER-WOMAN1

behavior pattern

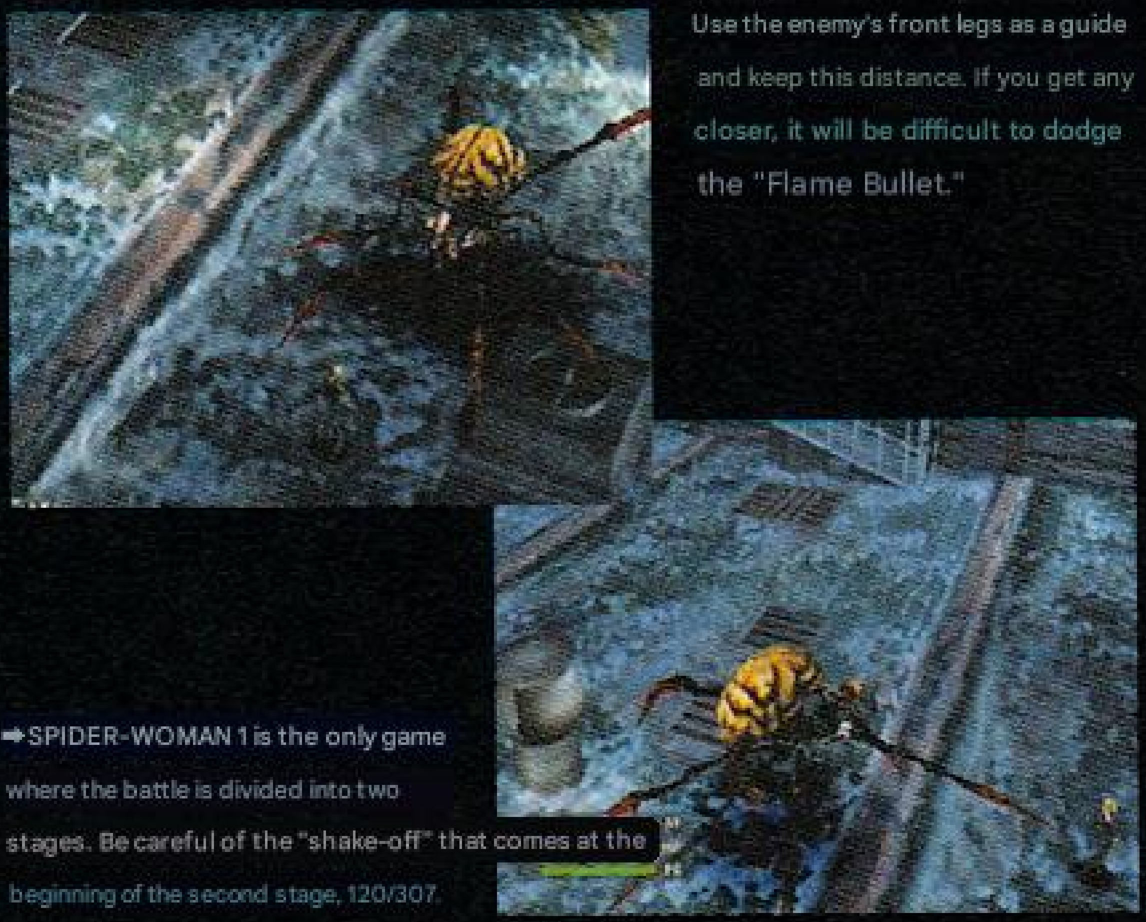
It moves while turning its body towards Aya, but the direction of movement is determined randomly regardless of the direction of its body. After casting "Net", it runs towards Aya and uses "Shake Off" or "Flame Bullet".

In SPIDER-WOMAN 1, battles are divided into two stages. If you reduce the enemy's HP to zero in the first stage, the enemy will flee, and you will enter the second stage of battle on the back screen. The behavior pattern remains the same in the second stage, but one more variation of the "net" will be added.

effective strategy

Stay close enough to avoid the "Shake-Off," move to the side to dodge the "Flame Shot," and then land your attack. If the "Net" comes, stay where you are, and you'll likely be in a position where the net won't hit you. If the "Shake-Off" comes after Aya, avoid the surrounding nets and move to the enemy's right to avoid the "Shake-Off." However, because the battle with SPIDER-WOMAN 2 takes place in a small space, you'll need to use the above tactics while also moving in a way that allows you to secure space to dodge.

In the battle with SPIDER-WOMAN 1/2nd stage, you will be suddenly hit with a "shake-off" right at the start, 敵との but this can be avoided by moving away from her.



Use the enemy's front legs as a guide and keep this distance. If you get any closer, it will be difficult to dodge the "Flame Bullet."

➡SPIDER-WOMAN 1 is the only game where the battle is divided into two stages. Be careful of the "shake-off" that comes at the beginning of the second stage, 120/307.

enemy name	Appearance location	level	HP	Defense power	speed-AT bar accumulation	critical hit rate	EXP	B.P.	contact damage	BP damage	escape
SPIDER-WOMAN 1: First Stage	Hospital (Rooftop)	22	450	33	70	30	0	0	12	0	Not possible
SPIDER-WOMAN 1: Second Stage	Hospital (Rooftop)	23	321	33	60	40	6500	80	10	10	Not possible
SPIDER-WOMAN 2	Chrysler Building 10F	24	1001	60	56	30	100	128	10	8	Not possible

Attacks used by SPIDER-WOMAN

net ······························(PE attack)

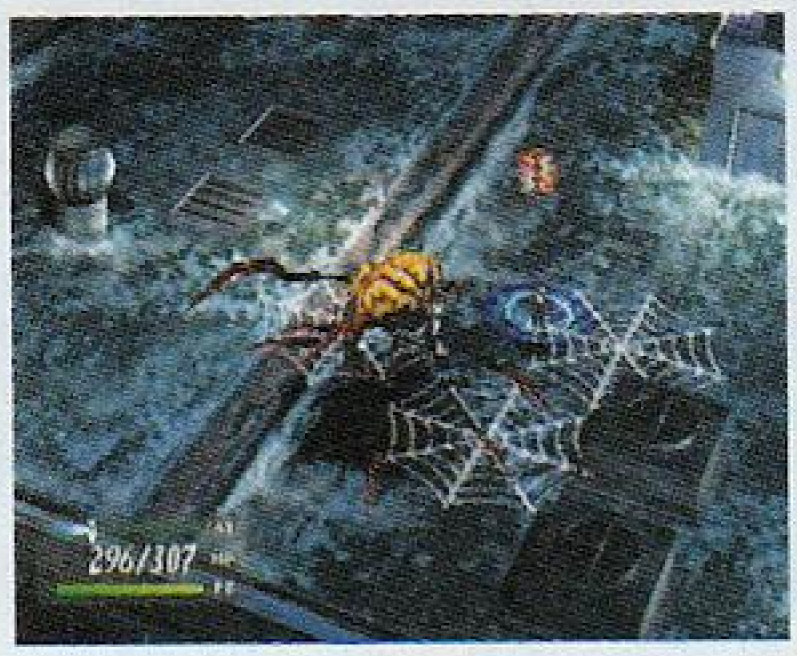
enemy name	Offensive power	Additional effects
SPIDER-WOMAN1: First Stage	90	slow (stop)
SPIDER-WOMAN 1, Stage 2	90	slow (stop)
SPIDER-WOMAN2	116	slow (stop)

Used when Aya is out of reach of "Shake-Off" and there is no net on the floor. After facing Aya and raising his upper body, he casts threads in three directions forward to set up a net. Immediately after this, he chases Aya and uses "Shake-Off" or "Flaming Bullet."

If they are far apart, three nets will be placed horizontally in front of Aya, but if they are closer, they will often be placed behind Aya and diagonally forward on both sides of her position. The nets will not disappear for a certain amount of time, but if Aya comes into contact with them, the attack detection for that net will disappear.

In SPIDER-WOMAN 1 and the second stage only, the number of nets that are set up may be small, and as HP decreases, she may shake her upper body and set up a net directly below Aya (and she can use this up to three times in a row). In this case, the net will disappear immediately.

"How to avoid: If you see the "Net" in action, you won't be hit unless you move from your spot. However, to avoid the "Net" that SPIDER-WOMAN 1 and 2nd stages use after shaking their upper body, you will need to move from your spot. Immediately afterwards, they will use a "Fire Blast" or a "Shake Off," so you should take evasive action to counter that.



←that comes immediately,
the net you can't avoid the attack
medicine etc. is slow, if you hit
Since the movement restriction
Let's release the state.

Shake it off ······························ (Physical attack)

enemy name	Offensive power	Additional effects
SPIDER-WOMAN1: First Stage	115	—
SPIDER-WOMAN 1, Stage 2	120	—
SPIDER-WOMAN2	148	—

He uses this move when they are close to each other or after using "Net," running towards Aya. He holds his right front paw above his head and then brings it down diagonally. He may use this move multiple times in a row.

Evasion: The moment you see the attack coming, move to the enemy's right hand to avoid it. If you slip under the enemy's right armpit and move around to their right side, you can attack from close range immediately after dodging.

flame bomb ······························ (PE attack)

enemy name	Offensive power	Additional effects
SPIDER-WOMAN1: First Stage	100	—
SPIDER-WOMAN 1, Stage 2	100	—
SPIDER-WOMAN2	200	—

Used at a distance where "Shake-Off" cannot reach. After lighting a fire in his mouth, he turns towards Aya and fires a flame bullet. The bullet's speed is faster the farther they are from each other.

How to avoid: Move to the side to avoid it (this is guaranteed if you are in Haste mode). If you wait until just before the bullet is fired before moving, you can move a shorter distance.

SPIDER-WOMAN2

effectiveness		Success probability (%)							Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	free ズ	スキャン	slow	コンフューズ	トランキル	サイアナイド	アシッド	steal			
△	△	0	0	0	0	0	0	0	—	—	—
△	△	0	0	0	0	0	0	50	—	G23(100%)	Tools (80%), Universal Tools (20%)
×	△	0	0	0	0	0	0	0	—	Chrysler key 1 (100%)	—

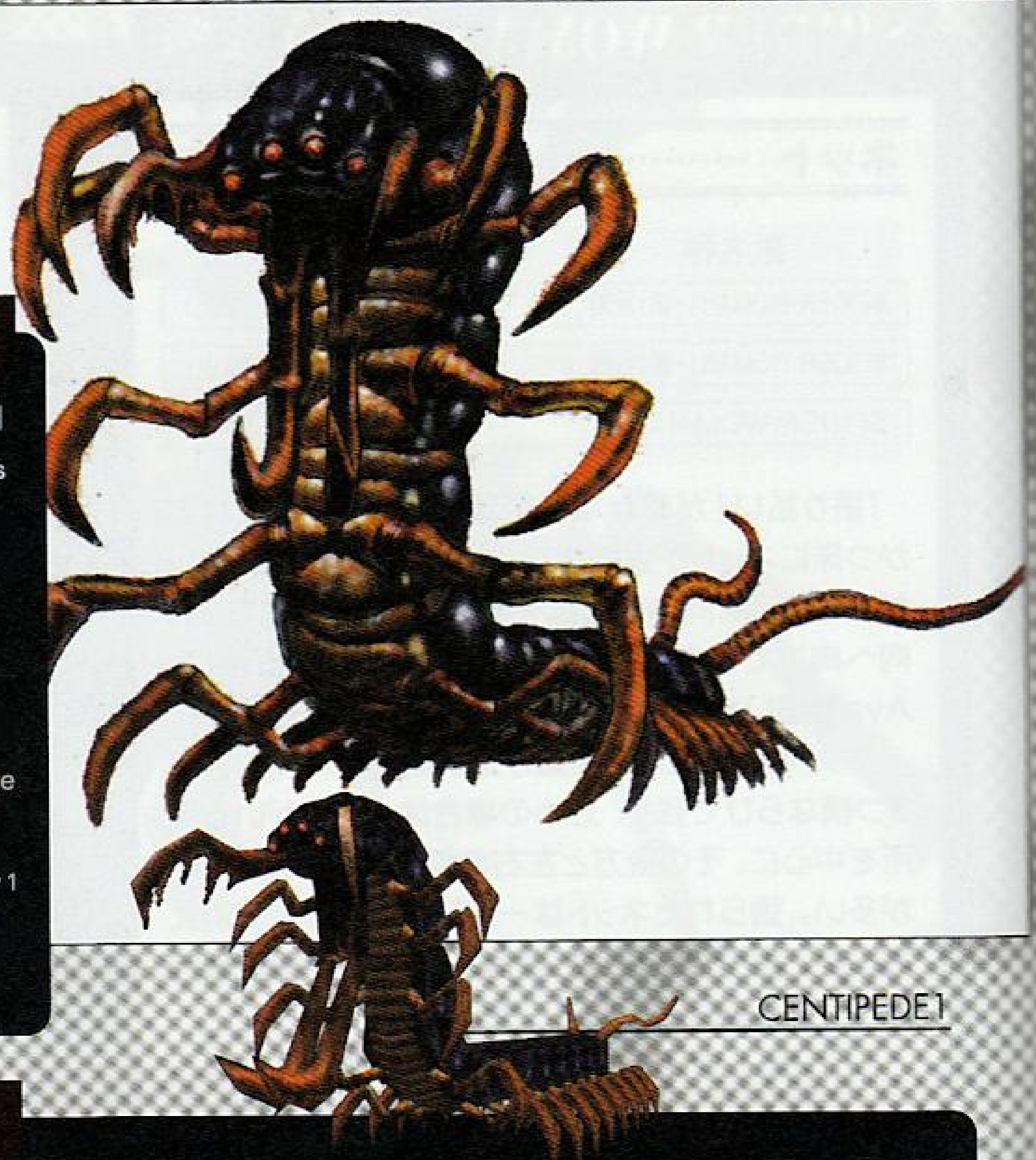
CENTIPEDE

Centipede

behavior pattern

Before splitting, it will turn its body towards Aya and move while trying to maintain a constant distance between them. Its movement speed is slow. The attack it will use is determined by Aya's location. However, after it turns towards Aya and jumps, it has a high chance of using "Electric Emission."

When its HP reaches zero, it splits into four parts: head, body 1, body 2, and tail, each of which scatters into four corners. After splitting, all parts will perform the cycle of "move → stop" five times in a clockwise or counterclockwise direction (the movement will accelerate each time), then "body ram" in the order of head → body 1 → body 2 → tail. After that, all parts will jump up, change positions, and repeat the cycle of "move → stop" five times.



effective strategy

Before it splits, keep circling Centipede, and when the enemy misses one of its attacks, land your own attack. Just repeat this. After it splits, first focus your attacks on the tail (target 3) to destroy it quickly. After that, attack each part around the center of the screen, and aim for the "gap where the destroyed tail was" while the part is moving for the fourth or fifth time. Then, if you enter that "gap" when the fifth part stops, you can make all of your "body slams" miss. Once the "body slams" are finished, return to the center of the screen and start again by attacking each part.

By the way, the body has less HP than the tail, so destroy the body first, and when the "Body Slam" comes, "destroyed body" However, the tail's "body slam" has an extremely long travel distance, so it will hit you even if you are in the "gap" (only if the tail is diagonally across from the "gap" it will not be hit).

◆After splitting, first destroy the tail. The "void" created after the tail is destroyed becomes a safe zone against "body slams."

enemy name	Appearance location	レベル	HP	防御力	ATバー蓄積速度	クリティカルヒット率	EXP	BP	接触ダメージ	BPダメージ	逃走
CENTIPEDE1 (head)	Subway (Tunnel C)	26	*1	40	70	28	10000	90	10	13	Not possible
CENTIPEDE1 (torso 1)	Subway (Tunnel C)	26	120	40	80	35	0	65	10	19	Not possible
CENTIPEDE1 (torso 2)	Subway (Tunnel C)	26	120	40	80	35	0	65	10	19	Not possible
CENTIPEDE1(tail)	Subway (Tunnel C)	26	180	40	80	35	0	80	10	19	Not possible
CENTIPEDE2 (head)	Chrysler Building, 30th floor	34	*2	88	56	28	800	104	10	5	Not possible
CENTIPEDE2 (torso 1)	Chrysler Building, 30th floor	34	800	88	56	35	0	100	10	5	Not possible
CENTIPEDE2 (Centroid 2)	Chrysler Building, 30th floor	34	800	88	56	35	0	100	10	5	Not possible
CENTIPEDE2(tail)	Chrysler Building, 30th floor	34	1200	88	56	35	0	80	10	4	Not possible

*1------CENTIPEDE1 (head) HP changes from 800 (before splitting) to 300 (after splitting)

*2......CENTIPEDE2 (head) HP changes from 1200 (before splitting) to 300 (after splitting)

Attacks used by CENTIPEDE

Bite.................... ••••••••••••• ....(Physical attack)

enemy name	Offensive power	Additional effects
CENTIPEDE1 (head)	142	——
CENTIPEDE2 (head)	304	——

Used before splitting when Aya is in front and close by. The monster will fall to the ground and bite.

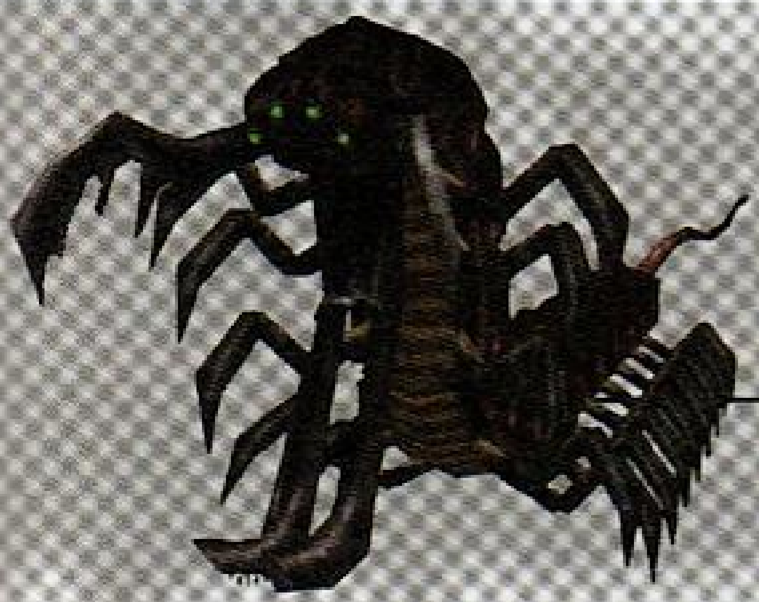
How to Avoid It is nearly impossible to avoid once you see the move, but if you keep circling around CENTIPEDE, you won't get hit.

electric shock radiation •••••••••••••••••••••• ....(PE attack)

enemy name	Offensive power	Additional effects
CENTIPEDE1 (head)	143	darkness
CENTIPEDE2 (head)	268	darkness

An attack used before splitting. After facing Aya, it discharges electricity from its tail towards the ground in front of it. The attack hits around the point where the electricity hits.

Workaround As with "Bite," you won't be hit if you keep circling around CENTIPEDE.



CENTIPEDE2

poison rain •••••••••••••••••••••••••••••• • (PE attack)

enemy name	Offensive power	Additional effects
CENTIPEDE1 (head)	130	Poison (38 damage per 132/30 seconds)
CENTIPEDE2 (head)	204	Poison (20 damage per 90 seconds)

An attack used before splitting. Six poison bullets are sprayed into the air from the mouth, raining down within a certain range (the location is determined randomly) centered on Aya's location.

"How to avoid it: Move up and down or left and right while watching your feet, and escape to a place where there are no "shadows" around you that indicate where the bullets will land. Incidentally, even if you just stand close to CENTIPEDE, you will surprisingly not be hit.

Body ramming •••••••••••••••••••••••••• ∘ (Physical attack)

enemy name	Offensive power	Additional effects
CENTIPEDE1 (head)	138	Poison (38 damage per 132/30 seconds)
CENTIPEDE1 (torso 1)	125	——
CENTIPEDE1 (Torso 2)	125	——
CENTIPEDE1 (tail)	138	——
CENTIPEDE2 (head)	240	Poison (20 damage per 90 seconds)
CENTIPEDE2 (torso 1)	240	——
CENTIPEDE2 (Torso 2) 240		——
CENTIPEDE2(tail) 240		darkness

After splitting, each part is used. The head moves straight in the direction of Aya. The body moves in a boomerang-like trajectory. The tail rolls in the direction of Aya while moving straight.

Workaround See the "Effective Strategies" section.

effectiveness		Success probability (%)							Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	Freeze	scan	スロウ	コンフューズ	トランキル	サイアナイド	アシッド	steal			
△	△	0	0	0	0	0	0	50	——	Bullet +30 (90%), Attack +1 (10%) Tools (100%)	
ΔA		0	0	0	0	0	0	50	——	Recovery agent 3 (90%), hit range +1 (10%), bullet +30 (100%)	
△	△	0	0	0	0	0	0	50	——	Recovery potion 3 (90%), CR evasion +1 (10%)	Recovery agent 3 (100%)
△	△	0	0	0	0	0	0	50	——	M79 Kai 2 (100%)	Poison cure (100%)
×	×	0	0	0	0	0	0	0	——	Chrysler Key 3 (100%)	——
×	×	0	0	0	0	0	0	0	——	——	——
×	×	0	0	0	0	0	0	0	——	——	——
×	×	0	0	0	0	0	0	0	——	——	——

CRAB

Club [crab]

CRAB1

effective strategy

Chase CRAB from the side and attack when it uses "Bubble." Considering the "Action Pattern" column, it's best to destroy its left and right arms first. There's no need to avoid "Beam Strafe" if it's in barrier mode (the reason will be explained later). However, this tactic won't work on CRAB2 unless it's in haste mode, so wait in the center of the screen and when CRAB2 attacks, move around to the enemy's side and attack.

behavior pattern

It moves sideways in a circular orbit, repeatedly stopping and moving sideways, while attempting to move diagonally from Aya. Except for the moment immediately after the start of the battle, its behavior follows a pattern, and after moving sideways and stopping four times (five times in CRAB2), it will use "Bubble" and then move sideways and stop again. The exception to this is when "Bubble" is used a multiple of four, which changes to "Beam Strafe."

CRAB's defensive power changes depending on the number of arms (scissors) remaining. Also, if the torso is damaged while both or one arms are remaining, it will use "Scissor Shoot" as a counter attack, and will use "Bubble" or "Beam Strafe" immediately after moving sideways and stopping once, regardless of the number of sideways movements and stops up to that point.

Attacks used by CRAB

millet ···································· · (PE attack)

enemy name	Offensive power	Additional effects
CRAB1 (torso)	138	Defense power decreased
CRAB2 (torso)	560	Defense power decreased

It releases a large amount of bubbles from its mouth over a wide area in front of it.

"How to avoid

If you go to the side of the enemy, you won't be hit. It's almost impossible to avoid if you're facing the enemy head-on.

enemy name	Appearance location	level	HP	Defense power	speed AT bar [illegible]	Critical Hit rate	EXP	B.P.	接触ダメージ	BPダメージ	逃走
CRAB1 (torso)	Pier 3 Warehouse (Machine Room B)		32,856 ×1,100			45	2510	100	10	15	Not possible
CRAB1 (left arm)	Pier 3 Warehouse (Machine Room B)	27	420	65	100	45	0	80	—	12	Not possible
CRAB1 (Right arm)	Pier 3 Warehouse (Machine Room B)	27	420	65	100	45	0	80	—	12	Not possible
CRAB2 (torso)	Chrysler Building, 60th floor	59 6400 *2 72 80 10000			240	14 39 Not possible					
CRAB2 (left arm)	Chrysler Building, 60th floor	59	1600	112	72	45	0	148	—	33	Not possible
CRAB2 (righarm)	Chrysler Building, 60th floor	59 1600 112 72 45 33 Not			possible		0	125	—		

* arm remaining) → 82 (no arms) 1· · ·CRAB1's defensive power changes from 110 (2 arms remaining) → 96

※1· · ·CRAB2's defensive power changes from 160 (2 arms remaining) → 146 (1 arm remaining) → 132 (no arms) (1

Beam strafing •••••••••••••••••••••••••• • (PE attack)

enemy name	Offensive power	Additional effects
CRAB1 (torso)	HP halved	—
CRAB2 (torso)	HP halved	—

A beam is fired from each of the separated eyes towards the ground for a set period of time. The beam changes its angle as it aims at Aya. The attack determination is at the point where the beam hits.

If you use "Evasion Method: Barrier", you can completely nullify it (it doesn't reduce your PE bar and reduces the damage you receive to zero). If you don't use "Barrier", just get away from the point where the beam hits. It's easier to avoid if you're in Haste mode.

scissor capture •••••••••••••••••••••••••• • (PE attack)

enemy name	Offensive power	Additional effects
CRAB1 (Left Arm/Right Arm)		Reduces Aya's remaining HP to 1. Removes Barrier, Haste, and Pre-Raise.
CRAB2 (Left Arm/Right Arm)		Reduce Aya's remaining HP to 1, remove Barrier, Haste, and Pre-Raise

When both arms are available, use this when Aya is in front of you and close by. Grab her with your left arm, then attack with your right arm once you've captured her. In addition to reducing Aya's remaining HP to 1, it also erases certain status effects on Aya.

How to avoid If you see an attack movement, you can avoid it by quickly running backwards, but if you are even a little late in running away, you will be caught.

scissor swing •••••••••••••••••••••••••• (Physical attack)

enemy name	Offensive power	Additional effects
CRAB1 (right arm)	152	—
CRAB2 (right arm)	580	—

Use this when Aya is in front of you and not too close or far away (if her left arm is destroyed, use it in front of you and at close range). After moving forward, she swings her right arm.

Workaround This can be avoided by going around to the enemy's flank or by moving away from them.

Scissors ejection... ••••••••••••••••••••• • (Physical attack)

enemy name	Offensive power	Additional effects
CRAB1 (Left arm/Right arm)	145	—
CRAB2 (Left Arm/Right Arm)	540	—

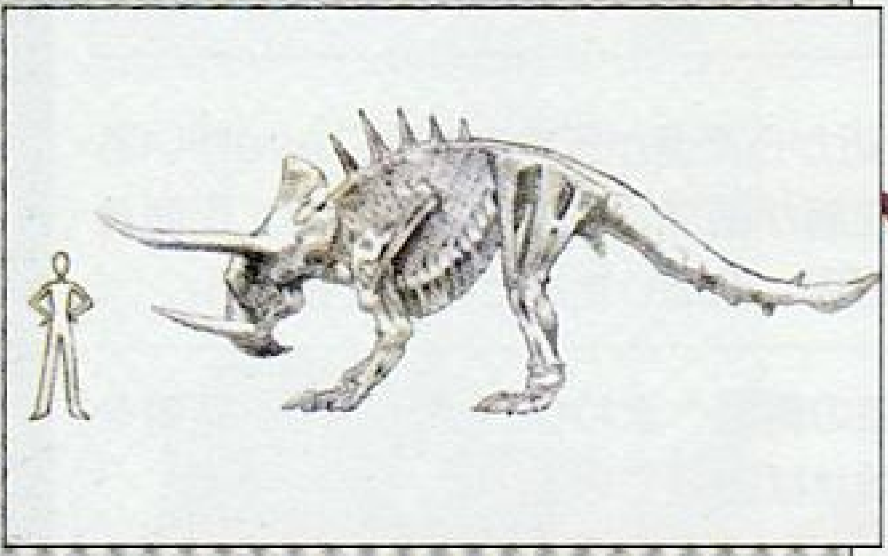
If even one arm remains and the torso receives damage, both arms will be launched forward as a counter. The arms will fly a certain distance before returning to the torso.

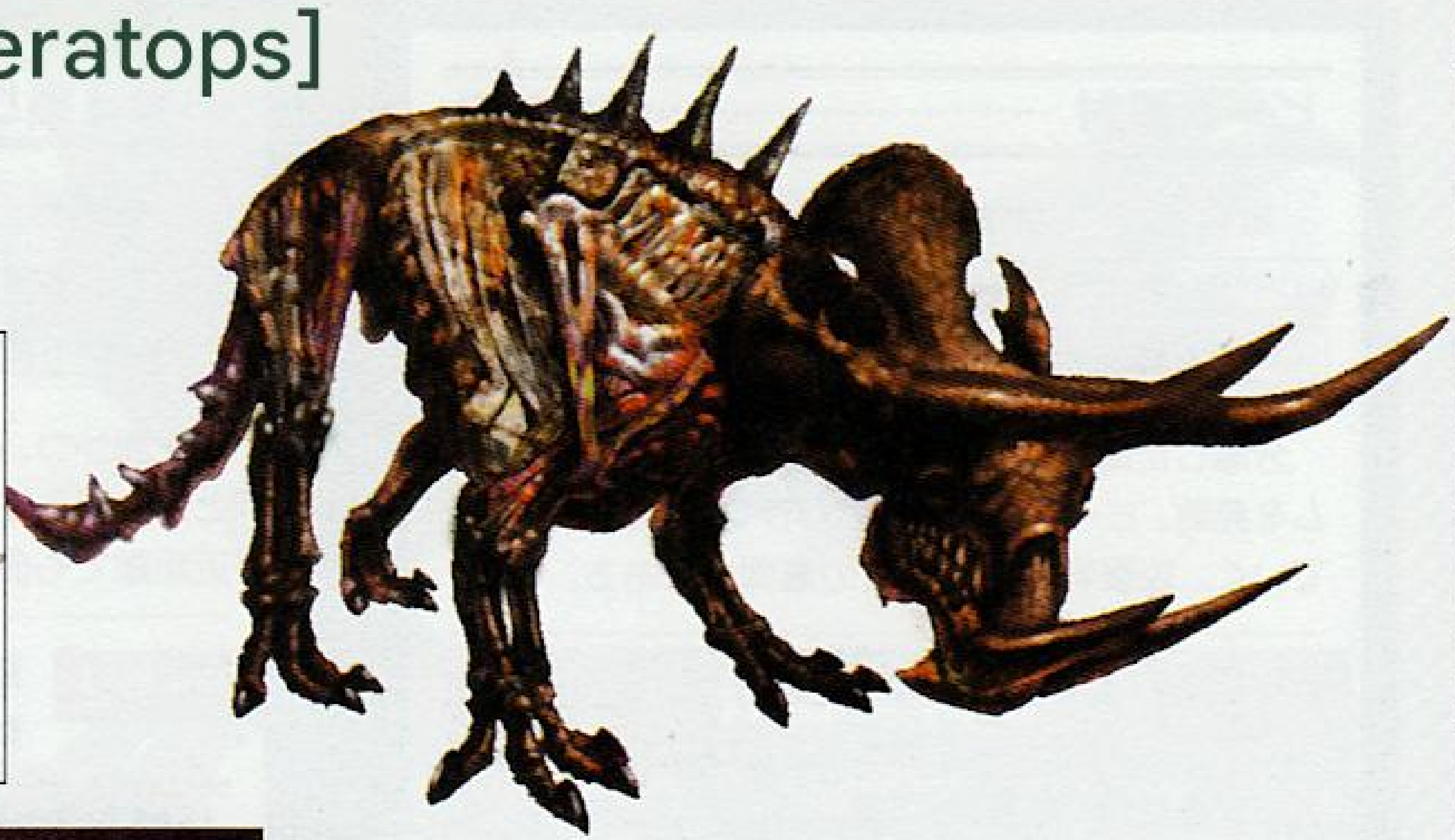
"How to avoid it: If you're not in the path of the arm, it won't hit you, but if you don't damage the torso enough to destroy the arm, you can block it from being used.

effectiveness		Success probability (%)									
ヒート	フリーズ	スキャン	スロウ	コンフューズ	トランキル	サイアナイド	アシッド	steal	Additional damage from acid	Dropped items (probability of appearance is in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
△	△	0	0	0	0	0	0	50	—	AT4(100%)	Defense +1 (80%), Attack +1 (20%)
△	△	0	0	0	0	0	0	0	—	—	—
△	△	0	0	0	0	0	0	0	—	—	—
×	×	0	0	0	0	0	0	0	—	Chrysler Key 6 (100%)	—
×	×	0	0	0	0	0	0	0	—	—	—
×	×	0	0	0	0	0	0	0	—	—	—

TRICERATOPS

Triceratops [Triceratops]





behavior pattern

Before destroying its head, it will slowly move straight until it reaches a dead end, at which point it will randomly choose to either turn towards Aya and attack, or continue moving slowly in a different direction. After the attack ends, it will start moving straight again. After destroying its head, it will run straight to the edge of the screen, change direction, and repeat this action 3-4 times, then fire "Double Guided Electric Shock" 1-3 times, and then start running straight again.

TRICERATOPS1

effective strategy

Before destroying the head, aim to attack when it starts walking after changing direction (or "charging"), or when it avoids the "guided lightning." Do not attack TRICERATOPS that are walking close to the edge of the screen, but keep your distance, expecting it to immediately follow up with a "charge." It is difficult to avoid two or more "charges" in a row, so if you don't want to take damage, maintain haste to increase your chances of success in dodging.

After destroying the head, try to avoid the enemy as much as possible while they are running, and then attack them after avoiding their "Double Guided Lightning Strike." If you have enough HP remaining, you can attack them while they are running.

◆When in Haste mode, it is easier to avoid the ``charge", but the downside is that you will take heavy damage if you fail to avoid it.

enemy name	Appearance location	レベル	HP	防御力	蓄積速度AT	クリティカルヒット率	EXP	BP	接触ダメージ	BPダメージ	逃走
TRICERATOPS1 (before head destruction)	Museum (Triceratops room)	33	862	100	65	80	0	0	10	0	Not possible
TRICERATOPS1 (After destroying the head)	Museum (Triceratops room)	33	1000	65	80	40	50000	60	10	10	Not possible
TRICERATOPS2 (before head destruction)	Chrysler Building 40F	39	1200	140	65	80	0	0	13	0	Not possible
TRICERATOPS2 (After destroying the head)	Chrysler Building 40F	39	1600	96	80	40	2500	200	13	10	Not possible

Attacks used by TRICERATOPS

rush ······························· (Physical attack)

enemy name	Offensive power	Additional effects
TRICERATOPS1 (before head destruction)	198	—
TRICERATOPS2 (before head destruction)	375	—

Used before destroying the head. After turning towards Aya, it will charge straight at high speed. It can use this attack up to three times in a row (the lower the TRICERATOPS' HP, the more likely it is to be used).

How to Avoid Avoid by moving to the side before the TRICERATOPS charges. If you are close to the enemy, there is a high chance that you will not be able to dodge in time, so try to create some distance between you beforehand. Even so, if it is used more than twice in a row, it will be difficult to avoid unless you are in Haste mode.

induced electric shock ······························ (PE attack)

enemy name	Offensive power	Additional effects
TRICERATOPS1 (before head destruction)	181	—
TRICERATOPS2 (before head destruction)	336	—

Used before destroying the head. Facing Aya, it concentrates electricity in its horns and fires a single electric shock forward. The electric shock follows Aya in a curved trajectory, but there is some randomness in its movement. The electric shock disappears after traveling a certain distance.

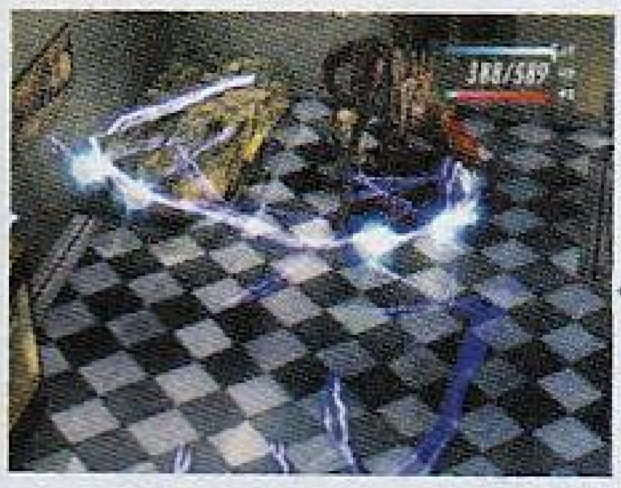
How to avoid: If you see the enemy concentrating electricity in its horns, head to the side of the horn and stay there, and you will be less likely to be hit by the electric shock.

Double induction shock ······················· · (PE attack)

enemy name	Offensive power	Additional effects
TRICERATOPS1 (after head destruction)	181	—
TRICERATOPS2 (after head destruction)	336	—

Used after destroying the head. While turning towards Aya, it concentrates electricity in its small horns and fires two electric shocks in succession forward. The performance of the shocks is the same as "Guided Shock". Can be used up to three times in succession.

How to avoid this: TRICERATOPS concentrates electricity in its horns Once it starts, move to the side of the enemy's front leg (further behind the enemy than when using "Guided Lightning") and stop there after the lightning is fired. If the enemy uses "Double Guided Lightning" two or three times in a row, you can smoothly dodge it by moving to the side of the opposite front leg each time.



◆The key is to stand a little further back than when using "Guided Lightning Blitz." This will increase your chances of not taking damage.

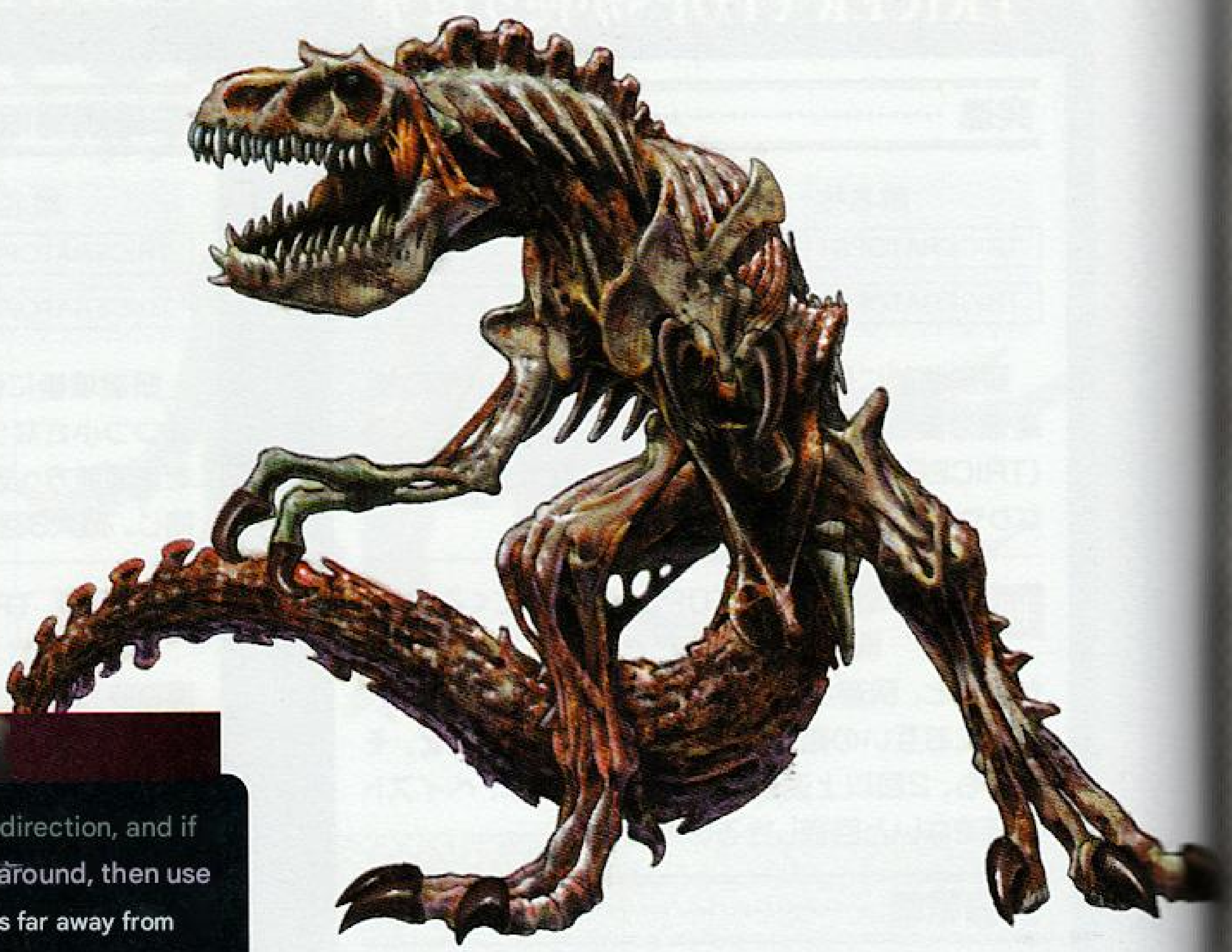
TRICERATOPS2

effectiveness		Success probability (%)									
ヒート	’free ーズ	スキャン	スロウ	コンフューズ	トランキル	サイアナイド	アシッド	steal	Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
△	△	0	0	0	0	0	0	50	—	弾+6 (80%), defense power +2 (10%), Attack power +2 (10%)	Magazine capacity +1 (50%), CR avoidance +1 (50%)
△	○	0	0	0	0	0	0	50	—	—	Hit distance +1 (50%), PE defense +1 (50%)
×	×	0	0	0	0	0	0	0	—	Chrysler Key 4 (100%)	—
×	×	0	0	0	0	0	0	0	—	—	—

T-REX

T-Rex ・

[Tyrannosaurus]



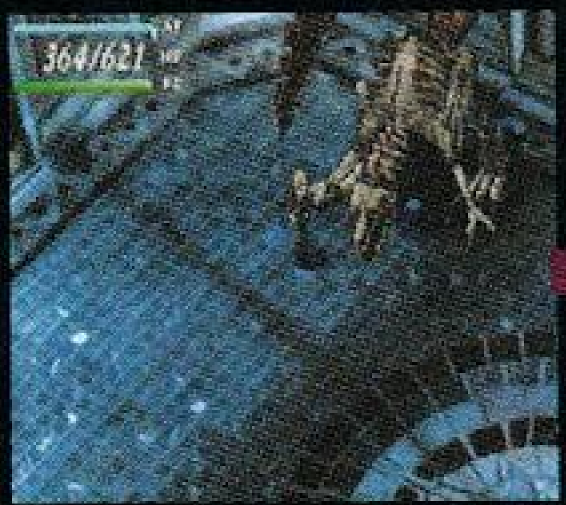
behavior pattern

If Aya is to the side, he will turn in that direction, and if she is behind him, he will jump and turn around, then use "Flamethrower". He will often move when he is far away from Aya. Which attack he uses will depend on where Aya is, but he will use "Homing Beam" regardless of their respective positions (however, the probability of using it is low).

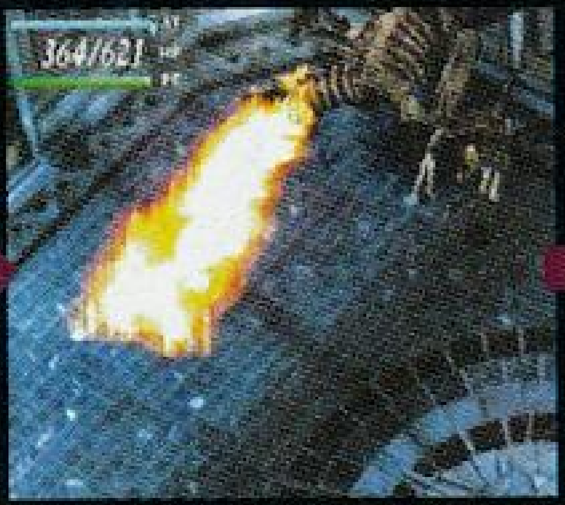
T-REX

effective strategy

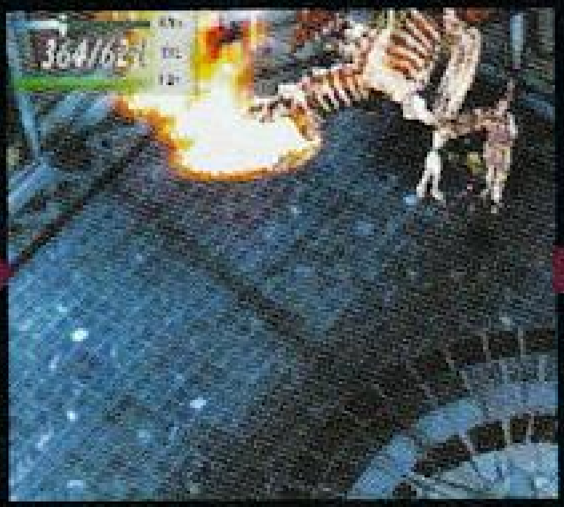
Stand at the tip of the T-REX's right hand, and when you see the "Flame Thrower" movement, move to the toe of the enemy's left foot. If you stay there, the "Flame Thrower" will not hit you, so you can land your attacks unilaterally. Once the "Flame Thrower" ends, immediately go to the tip of the enemy's right hand, and repeat from the beginning. The "Guidance Beam" that comes occasionally will almost never hit you if you get close enough that Aya's shadow is touching the T-REX's shadow.



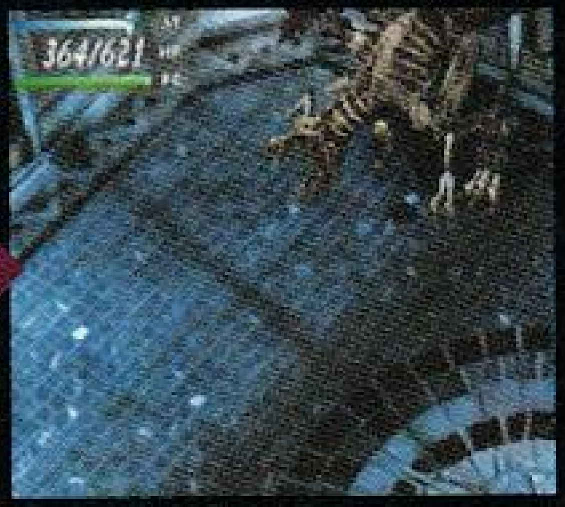
◆Keep the tip of the T-Rex's right hand. If you have time, you can attack at this point.



◆When you start the "Flamethrower" movement, move to the toe of your left foot. This way the flames won't reach this location.



◆Attack with confidence. Depending on your positioning, you can even land a club attack.



Once the enemy has finished breathing flames, move to the right again and wait for the "Flamethrower". Repeat this process.

enemy name	Appearance location	level	HP	Defense power	speed AT Accumulation	critical Hit rate	EXP	BP	接触ダメージ	BPダメージ	逃走
T-REX	Museum (Courtyard B (after release))	35	2600	89	100	65	34464	256	10	32	Not possible

Attacks used by T-REX

Biting ································· (Physical attack)

enemy name	Offensive power	Additional effects
T-REX	205	——

Used when Aya is close in front. After stepping forward with his right foot, he lowers his head to bite, then swings it up to the left. The attack box appears from just before he bites until after he swings his head up.

How to Avoid It: You can avoid it by not standing under the T-Rex's head. However, the attack range is wider than it looks and the attack detection time is long, so do not approach until the enemy has finished attacking.

flamethrower ······························ · (PE attack)

enemy name	Offensive power	Additional effects
T-REX	231	——

Used when Aya is outside the attack range of "Bite." After pulling back its right leg and raising its upper body, it will breathe flames from its mouth and shake its head from side to side. Which way it shakes its head first depends on the direction Aya was in at the moment it pulled back its right leg. The attack lasts a very long time, and the attack range is wide enough to cover the entire front of the T-REX.

How to Avoid This is a very dangerous attack that will deal damage to you several times in a row even if you just touch it. Quickly get behind the T-REX.

However, if you follow the "Effective Strategies" column on the left page, you can avoid it with a minimum of movement. Moreover, since you avoid it to the enemy's target (the point where the attack will land), you can be sure to hit it while the T-REX is breathing fire.

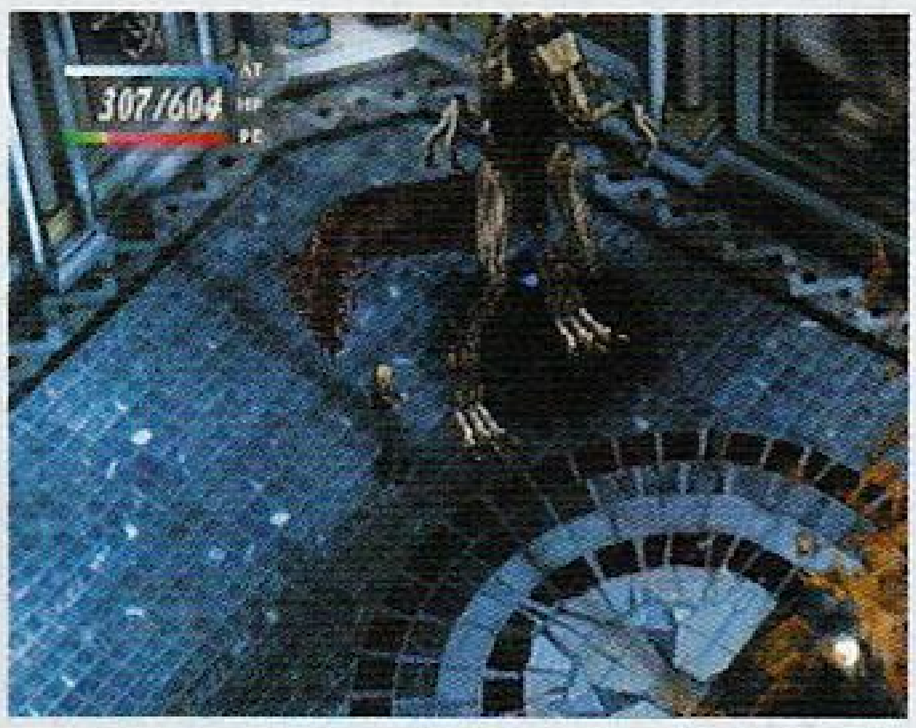
As an aside, if you come into contact with the flames at the み、moment they are expelled, you will take zero damage, and Aya often does not take a damage pose.

guided beam ··························· · (PE attack)

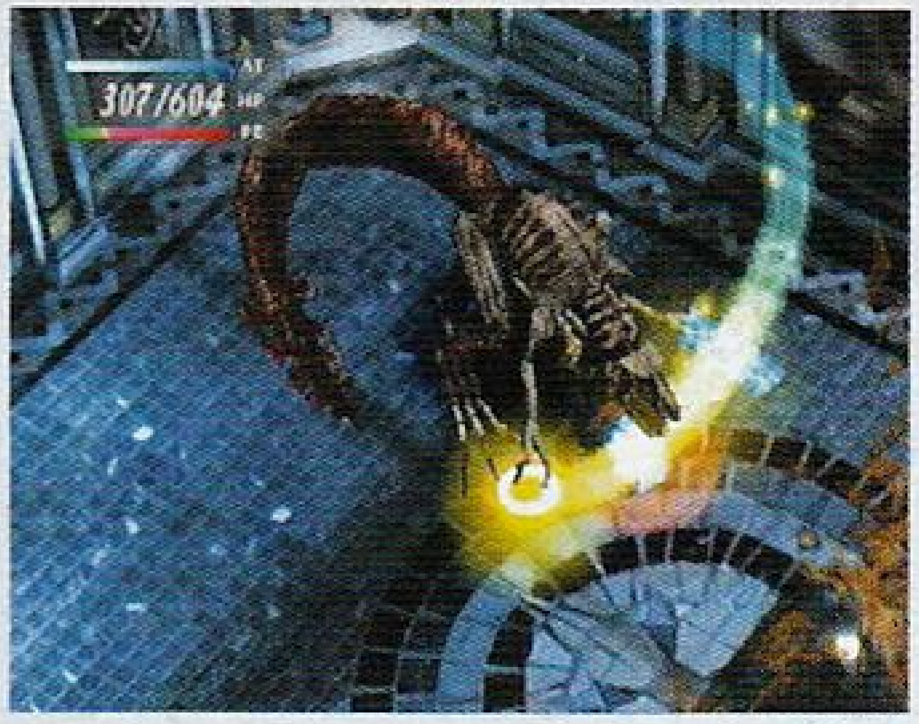
enemy name	Offensive power	Additional effects
T-REX	211	——

After raising its upper body, it fires two beams in succession from the base of its tail. The beams fly towards Aya (the tracking direction changes somewhat randomly), and when they hit the ground, an attack box appears there. Unlike "Bite" and "Flamethrower," there is no clear rule for when to use them.

"How to Avoid This is a troublesome attack that will hit you whether you move from your spot or not. However, if you get close enough to touch the T-REX's shadow, it will often not hit you.



"When you see the "guiding beam" in action, approach until you are close enough to touch the shadow of the T-REX.

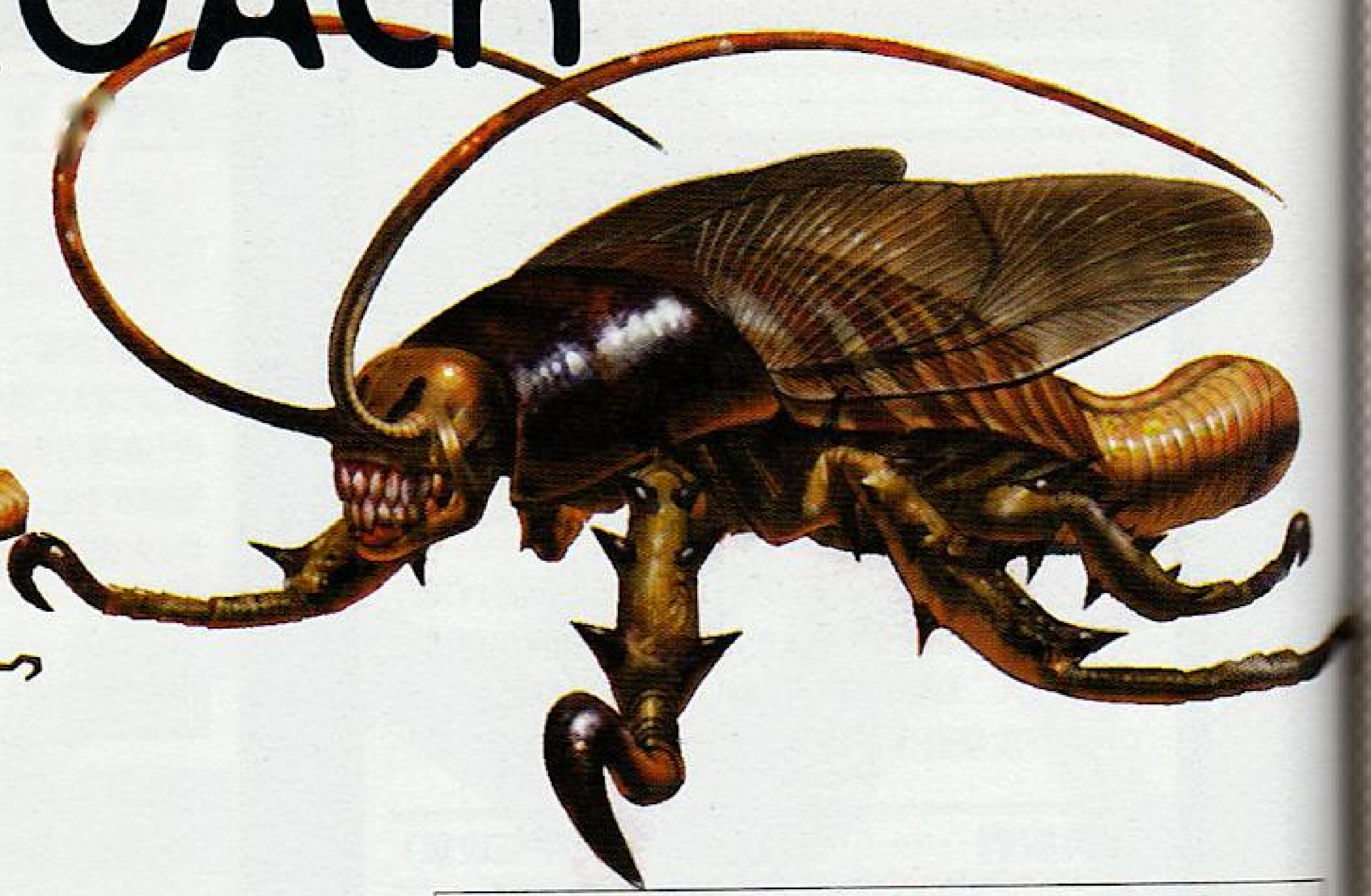


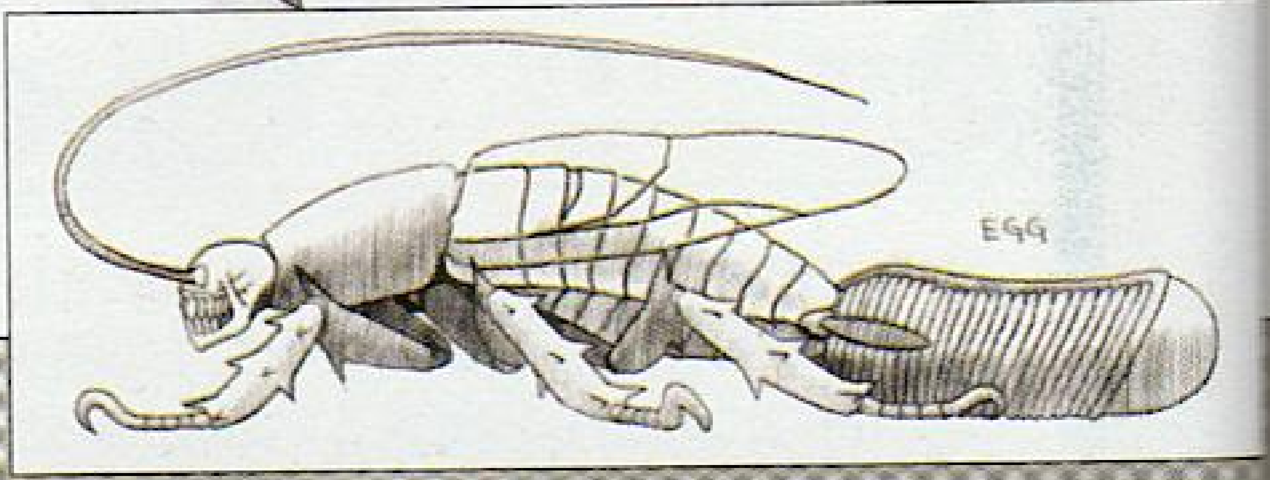
◆If you wait in that place, the beam will hit Ay a in a way that avoids it.

effectiveness		Success probability (%)							due to acid additional damage	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	free ーズ	scan	slow	コンフューズ	トランキル	サイアナイド	アシッド	steal			
△	△	0	0	0	0	0	0	50	——	M8000(100%)	Tools (100%)

COCKROACH

cockroach

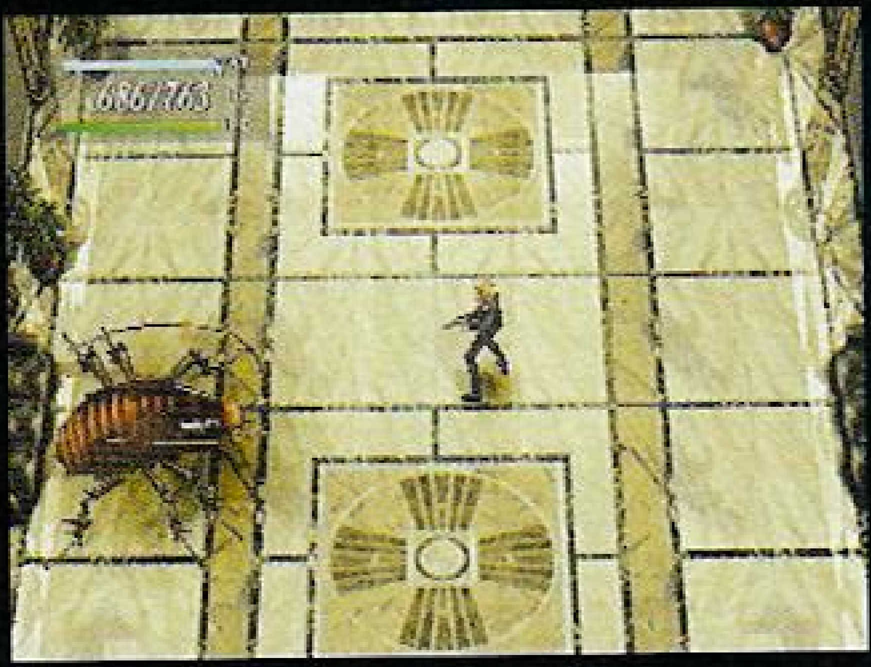




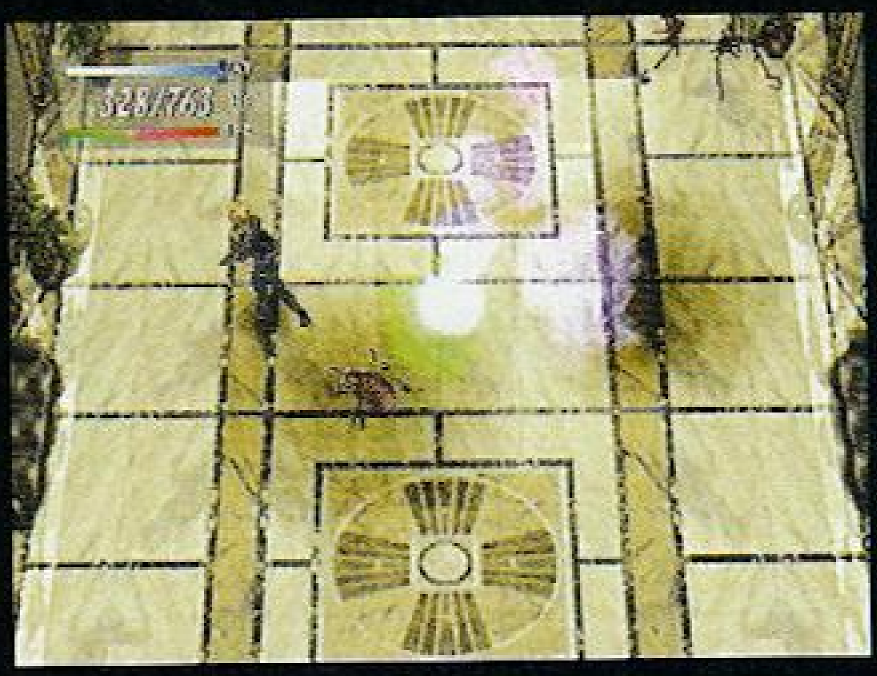
behavior pattern

If there is only one Cockroach on the screen, such as immediately after the start of a battle, it will flap its legs to lay eggs. It will then move around for about 25 to 30 seconds with the egg attached to its rear, after which it will detach the egg and begin flying. The detached egg will burst after a few seconds, and another Cockroach will be born. A newly hatched Cockroach has a small body, and will not perform any actions other than movement (such as using its antennae or laying eggs) for about 24 seconds (this is the initial value, and it will become shorter each time a new one is hatched) until it grows to its maximum size. However, its ability values, such as HP, will be the same as those of a maximum-sized Cockroach immediately after it is hatched.

The COCKROACH on the ground faces Aya, moving quickly and then stopping repeatedly, and attacks with its "antennae." The flying COCKROACH faces Aya, moving slowly, and attacks with "poison mist." If one of the two is defeated, the remaining one will lay eggs and try to increase the population to two again (if the flying one remains, it will land on the ground and lay eggs).



At the start of the battle, there will only be one on the screen.
Since there is no enemy, they will start spawning immediately.



Newborn enemies are small, but fierce.
They grow at an incredible speed.

enemy name	Appearance location	level	HP	Defense power	AT	critical-Hit rate	EXP	B.P.	接触ダメージ	BPダメージ	逃走
COCKROACH	Chrysler Building 50F	96 40 5000 * 321 * 13 49 4800 104 18 Not possible									

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* The EXP and BP values, as well as the dropped items, are those obtained when all Cockroaches are defeated (= the EXP obtained, accumulated BP, and dropped items will not change no matter how many Cockroaches are defeated).

effective strategy

You can win the battle by destroying all the Cockroachs on the screen. However, if there are two Cockroachs and you kill one, the remaining one will start laying eggs. Unless you kill the remaining one before separating the eggs, they will multiply into two again. To prevent this, once there are two enemies, it is a good idea to attack each one with as equal damage as possible. That way, after killing one, it will be easier to kill the remaining one immediately (before separating the eggs).

All enemy attacks have high attack power, so you'll want to increase the defensive power and PE defense of your armor before fighting (at least 150 or more, preferably 200 or more). If you're still too busy recovering from the damage you've taken and can't attack, try using Haste frequently. If you're in Haste mode, you can avoid the "Antennae" of enemies on the ground by simply moving around to their sides, making it entirely possible to fight without taking damage.

As an aside, there is only one Cockroach at the start of the battle, so if you can defeat it before the egg is separated, you can win without it multiplying into two. However, to do this, you will need a weapon with an attack power of around 350, even if you use "Liberate" at the same time.

defense power or PE defense of the armor is low,
losing easily. Damage will be 1200 or more. If the
not equipped with armor, you will be in danger of
If you are

balanced manner.
of "Birth", you can attack efficiently and in a
By utilizing the additional effect

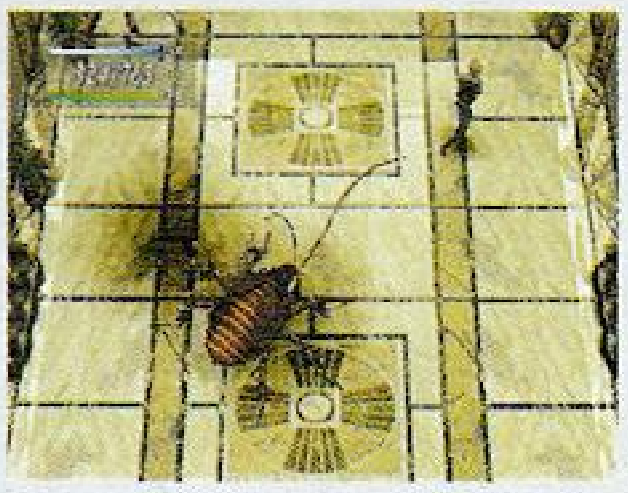
Attacks used by COCKROACH

触角 ……………………………… (Physical attack)

enemy name	Offensive power	Additional effects
COCKROACH	420	—

Used by a COCKROACH on the ground. It will move its legs vigorously on the spot, then approach Aya and swing the antenna closest to Aya. It will generally be used twice in a row, but as COCKROACH's remaining HP gets low it will start using it three times in a row, but on rare occasions it will only use it once.

How to Avoid It: You can avoid it by moving as far away as possible from the moment the enemy starts to approach Aya. However, if the enemy starts using their "Antenna" move at close range, it will be difficult to avoid unless you are in Haste mode. Incidentally, if you are in Haste mode, you can also avoid it by going around to the side of the enemy.



◆The "antennae" have a wide attack range and come at you several times in succession, so the player will need to have the skill to avoid them all.

poisonous fog ……………………………… (PE attack)

enemy name	Offensive power	Additional effects
COCKROACH	460	Poison (20 damage per 30/30 seconds)

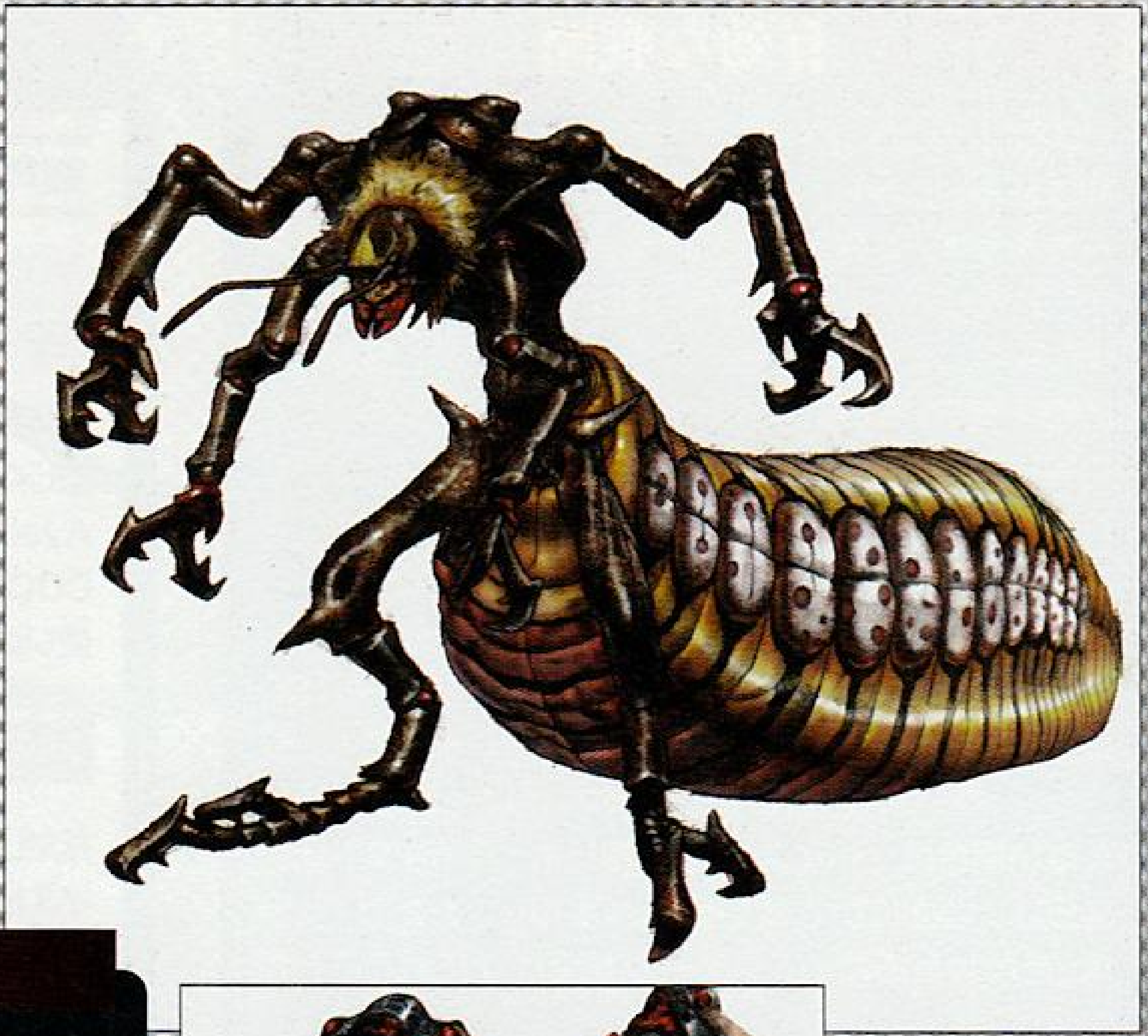
Used by COCKROACH while flying. After capturing Aya, it faces her, extends its antennae, and drops purple bullets. When the bullets hit the ground, they turn into mist and drift forward a short distance, disappearing after a set time.

How to Avoid It This is a dangerous attack that will cause damage several times in a row if it hits you directly. However, if you see the attacking movement, move far away from the area immediately and do not approach until the mist has dissipated, you will not be hit.

effectiveness		Success probability (%)							Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	フリーズ	スキャン	スロウ	コンフューズ	トランキル	サイアナイド	アシッド	steal			
×	×	0	0	0	0	0	0	0	—	Chrysler Key 5 (100%) *	—

BEE

Bee [Hachi]



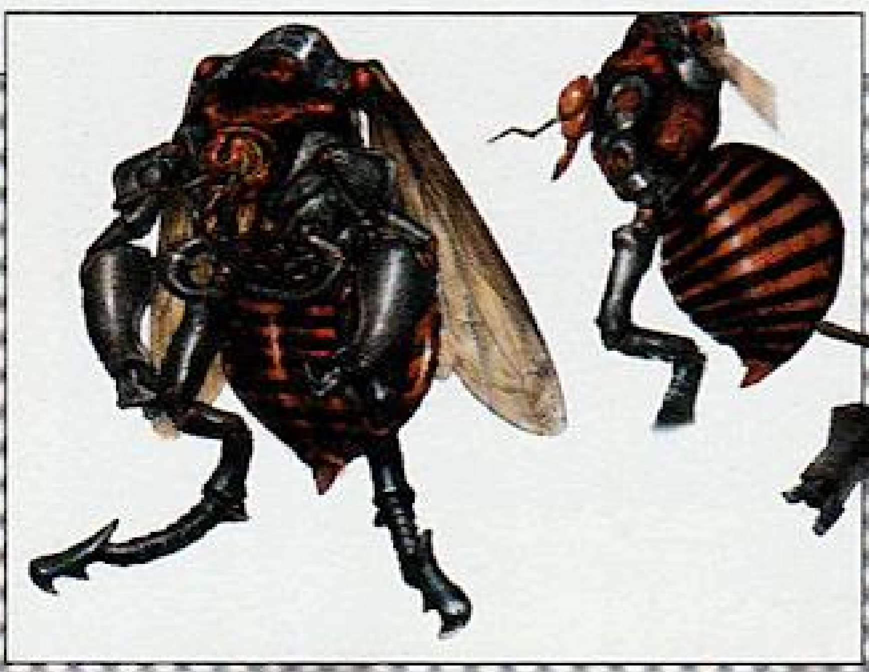
behavior pattern

Only BEE3 is present at the start of the battle, while BEE1 and BEE2 appear from the top left or top right of the screen during the battle.

After appearing, BEE1 flies around the screen in a "U" shape. When it turns around (i.e., at the top of the "U"), it will use "Recovery" if BEE3 is not attacking.

BEE2 turns towards Aya → moves slowly in a straight line → stops → attacks (sometimes does nothing) → turns towards Aya → .... repeats this cycle.

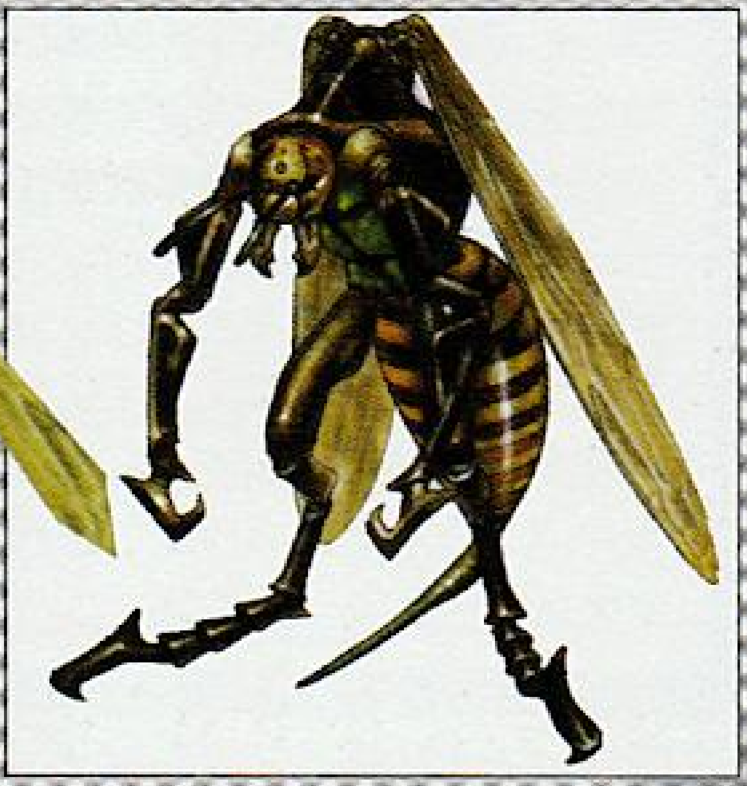
BEE3 always stays in the center of the screen and does not move except when using "Beam Cutter." When its remaining HP decreases, it will call out BEE2 or use "Big Bang."



effective strategy

You can win the battle if you can just defeat BEE3, but without a powerful weapon, your chances of winning are slim. You'll want a weapon with at least 250 attack power, 110 hit range, and the additional effects of "Double Command (or Triple Command)" and "Burst." When attacking, it's ideal to use the additional effect of "Burst" to deal damage to both BEE3 and BEE1, who uses "Recovery." When BEE1 is not around, focus your attacks on BEE3. You can ignore BEE2 or defeat it.

Furthermore, when BEE3's remaining HP starts to decrease and he starts using "Big Bang," there is a high possibility that Aya's HP will run out, so be sure to use "Pre-Raise" beforehand.



enemy name	Place of appearance		level	HP	Defense power	speed "AT-bar" accumulation	critical hit rate	EXP	BP	接触ダメージ	BPダメージ	escape
BEE1	chrysler	Building 70F	74	800	112	104	80	0	30	10	12	Not possible
BEE2	chrysler	Building 70F	74	3000	150	88	50	128	100	13	37	Not possible
BEEEZ	chrysler	Building 70F	74	15000	200	72	30	20000	400	17	58	Not possible

Attacks used by BEE

poisonous stinger •••••••••••••••••••••••••••••••••• (Physical attack)

enemy name	Offensive power	Additional effects
BEE1	560	Poison (40 damage per 60 seconds)

After locating Aya, he charges forward with his needle ready. He won't use it right after appearing on the screen, and once he's used it, he won't use it again for a while.

How to avoid This can be easily avoided by simply increasing your distance from BEE1.

recovery •••••••••••••••••••••••••••••••••• (Special ability)

enemy name	Offensive power	Additional effects
BEE1	——	——

When BEE3 is not attacking, BEE1 will flip over and use this move at the top of the screen. BEE3 will recover 800 HP (if BEE3 has received less than 800 damage, that amount will be recovered).

Workaround The best way to deal with this is to kill BEE1 before it reaches the top of the screen.

scratch ••••••••••••••••••••••••••••••• (Physical attack)

enemy name	Offensive power	Additional effects
BEE2	760	——
BEE3	920	——

Used when the distance between BEE2 and Aya is short. BEE2 will leap towards Aya and swing its right front leg. BEEE will then attack using its entire right leg.

回避法 It can be avoided by moving away from it, but BEE3's "Scratch" is difficult to avoid after seeing the attack motion, so it is best not to get close to BEE3 except when avoiding its "Beam Cutter".

needle beam •••••••••••••••••••••••••• • (PE attack)

enemy name	Offensive power	Additional effects
BEE2	980	confusion

After making a small jump forward, it captures Aya's location and fires seven needle-shaped bullets into the surrounding area.

Workaround If BEE2 makes a small jump, you can avoid it by quickly moving away.

beam cutter •••••••••••••••••••• • (PE attack)

Enemy name Attack power		Additional effects
BEE3	840	——

If Aya is on the left side of the screen, move to the upper left, if she is on the right side, move to the upper right, and if she is closer to the center, stay in place or retreat before using this attack. It fires a large crescent-shaped cutter from its front legs and two small cutters from its back. The large cutter flies straight, while the small cutters swirl.

How to avoid: When you see the attacking movement, move to the side to avoid the large cutter. You can avoid the small cutter by moving around to the side of BEE3 or by moving in front of BEE3 at a distance. Note that if you get close to BEE3, the large cutter will not hit you even if you are in front of it.

big bang •••••••••••••••••••••••••• • (PE attack)

enemy name	Offensive power	Additional effects
BEE3	700	Defense power decreased

Used by BEE3 when his HP is low. Focuses energy where Aya is.

Avoidance: Not only is it impossible to avoid this attack, but there's a good chance that Aya's HP will drop to zero if she is attacked by other enemies while she's under attack. It's best to use "Pre-Raise" beforehand.

effectiveness		Success probability (%)							Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	フリーズ	スキャン	slow	コンフューズ	トランキル	サイアナイド	アシッド	steal			
×	×	0	0	0	0	0	0	0	——	——	——
×	×	0	0	0	0	0	0	0	——	——	——
×	×	0	0	0	0	0	0	0	——	Chrysler Key 7 (100%)	——

Eve • 1st form

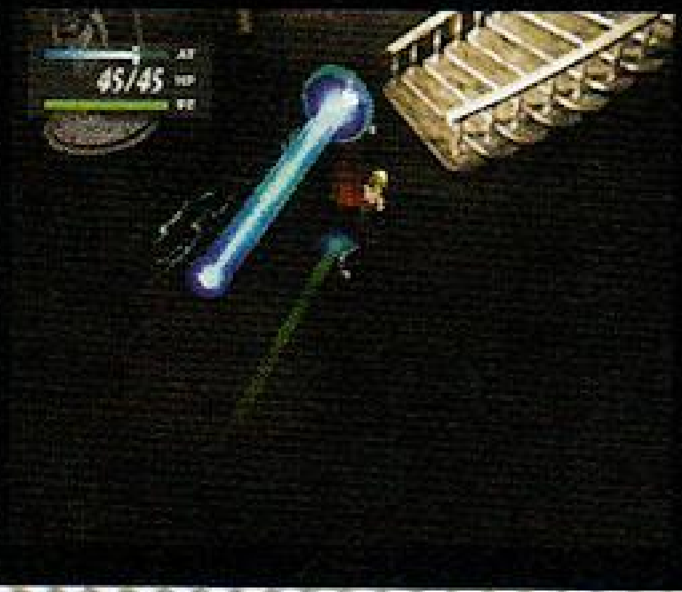
Eve • 1st form

behavior pattern

All you have to do is stand there and turn your body towards Aya. When you fire the "Beam", gather the light circulating around you into your right hand.

effective strategy

Wait near the enemy, move to the side to avoid the "Beam", then attack before the next "Beam" comes. Repeat this.



*The enemy doesn't move and only uses beams as attacks. If you stay calm and fight, you won't lose.

Attacks used by Eve's first form

beam ································· • (PE attack)

enemy name	Offensive power	Additional effects
Eve • 1st form	17	—

Turning towards Aya, he concentrates light in his right hand and fires a pale blue beam.

Workaround

The beam can be avoided by moving to the side or by going around to the side of Eve's first form just before it is fired.

◆When the light concentrates on Eve's first form's hands, take evasive action.

enemy name	Appearance location	level	HP	Defense power	speed AT bar Accumulation	critical Hit rate	EXP	B.P.	contact damage	BP Damage	escape
Eve • 1st form	Carnegie Hall (Hall Stage)	1	40	9	60	10	0	0	2	0	Not possible
Eve 2nd Form (Practice Hall)	Carnegie Hall (Rehearsal Room A)	4	92	5	60	20	0	0	4	0	Not possible
Eve - 2nd Form (Carriage)	Central Park (Carriage Ride)	14	300	18	100	40	0	0	7	0	Not possible
Eve • 4th form (head)	In front of the Statue of Liberty	37	1900	100	120	40	0	0	10	0	Not possible
Eve 4th Form (Torso)	In front of the Statue of Liberty	37	1700	75	120	40	0	0	10	0	Not possible
Eve 4th Form (Foot)	In front of the Statue of Liberty	37	2300	50	120	40	0	0	10	0	Not possible
Eve final form	Infront of the Statue of Liberty	35	2300	62	115	60	0	0	—	0	Not possible

"Eve・2nd form

(Keikò place)

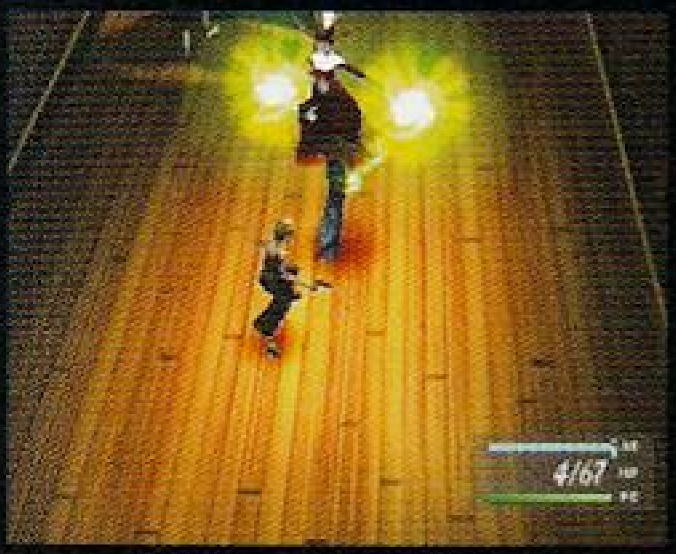
Eve・2nd form

behavior pattern

It always faces Aya and moves in a straight line around the screen. If it is close to Aya, it will attack with its claws, and if it is far away, it will attack with its two-handed beam.

effective strategy

When the enemy is moving, keep a little distance between you and them, and when you see the "two-handed beam" movement, slip into their pocket and hit them with your attack. Repeat this process.



◆Eve's second form moves forward a little before firing her "two-handed beam." Be careful not to get too close when she sneaks into his pocket.

Attacks used by Eve, 2nd Form (Training Room)

ツメ ································· (Physical attack)

enemy name	Offensive power	Additional effects
Eve 2nd Form (Practice Hall)	30	——

Used when the two are close to each other. Swings claws.

Workaround It is difficult to avoid, so do not approach the enemy unless the ``two-handed beam" is in use.

two-handed beam ···························· (PE attack)

enemy name	Offensive power	Additional effects
Eve 2nd Form (Practice Hall)	21	——

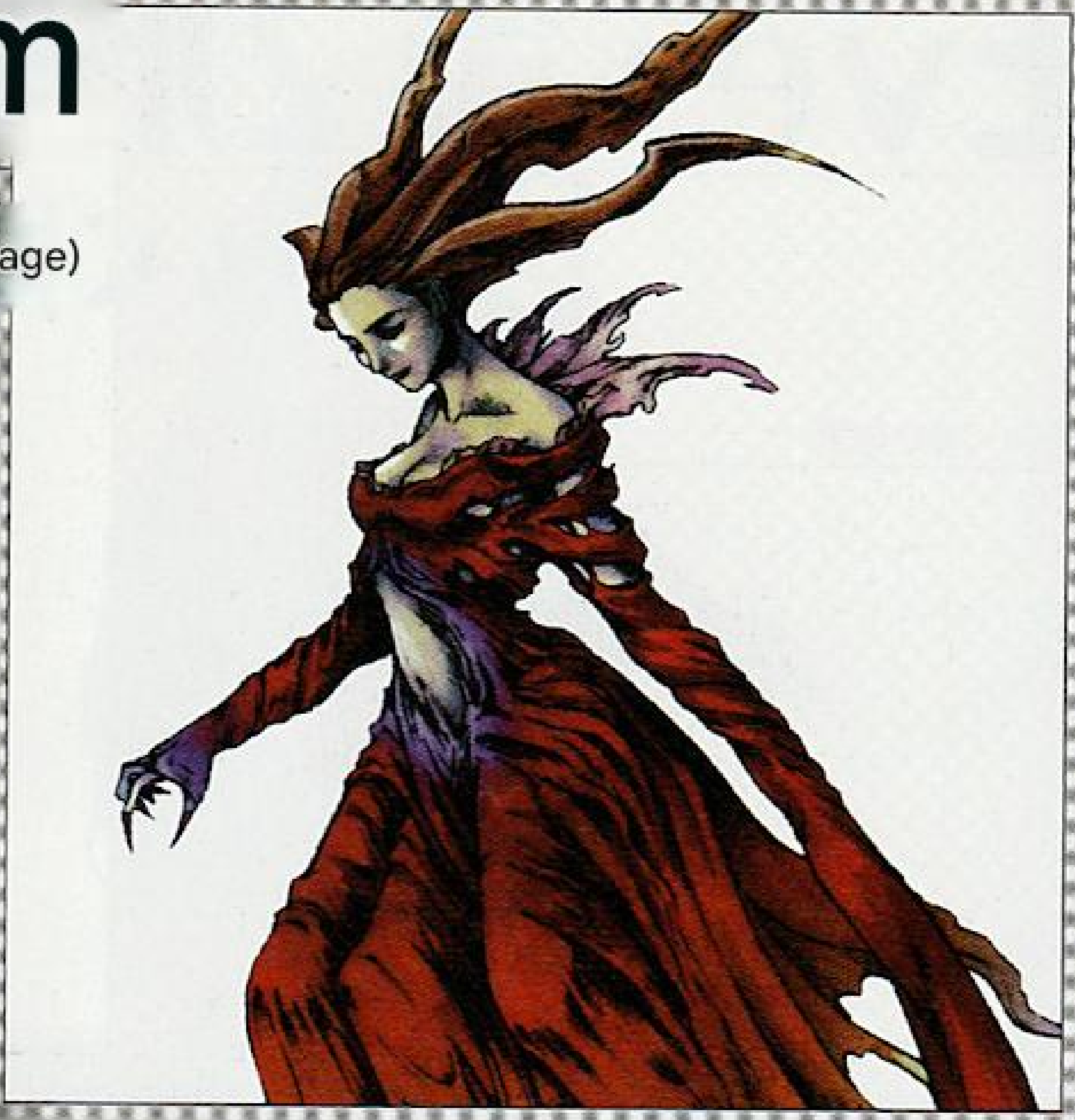
Used at a distance that "Claws" cannot reach. Facing Aya, he gathers light in both hands and fires two parallel beams. The angle of the beams may change during firing.

How to avoid: When you see the light gathering in both hands, move closer to the front of the enemy and you can avoid it without moving much, even if the angle of the beam changes.

effectiveness		Success probability (%)							Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	フリーズ	スキャン	スロウ	コンフューズ	トランキル	サイアナイド	acid	steal			
△	△	0	0	0	0	0	0	0	——	(Not owned: 100%)	——
×	×	0	0	0	0	0	0	50	——	(Not owned: 100%)	PE defense +1 (80%), PE defense +3 (20%)
△	△	0	0	0	0	0	0	50	——	(Not owned: 100%)	PE defense +3 (80%), defense power +3 (20%)
△	△	0	0	0	0	0	0	0	——	(Not owned, 100%)	——
△	△	0	0	0	0	0	0	0	——	(Not owned: 100%)	——
△	△	0	0	0	0	0	0	0	——	(Not owned: 100%)	——
△	△	0	0	0	0	0	0	50	——	(Not owned, 100%)	(Not owned: 100%)

"Eve · 2nd form

(horse carriage)

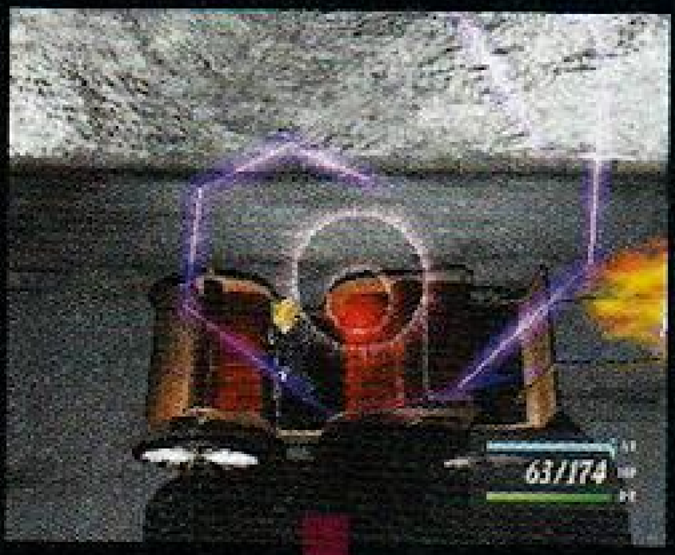


behavior pattern

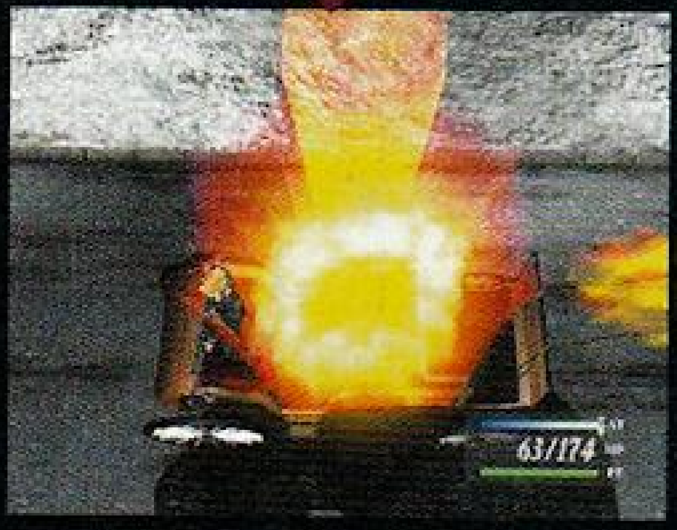
It floats around the carriage, and when it is close to Aya, it basically uses "Claws", but when it is far, it uses "Beam". When it uses "Beam", it will escape into the sky, and after the attack, it will return to the point where it started to escape.

effective strategy

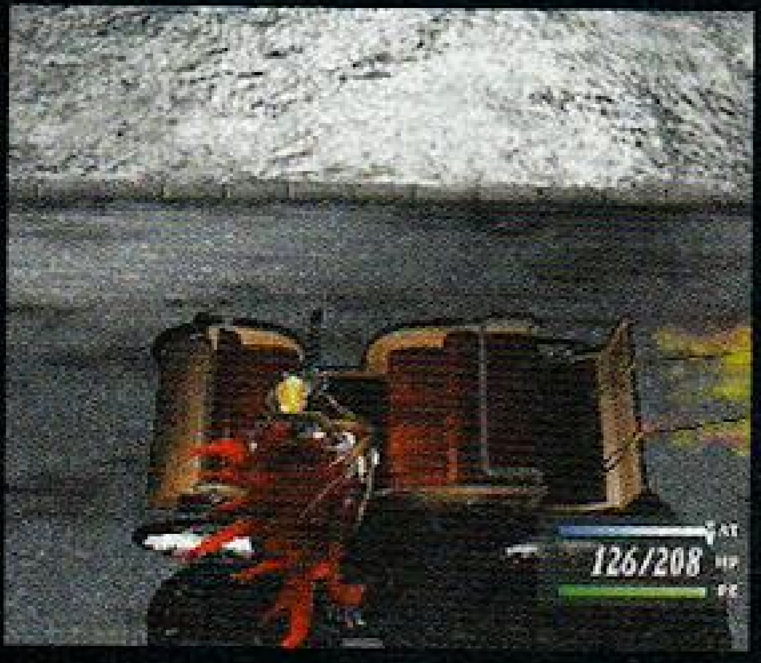
If you get close to a moving Eve 2nd Form, you can lure her into using a "Claw," or if you move away, you can lure her into using a "Beam" (however, if Eve 2nd Form is in the lower center of the carriage, she will use a "Beam" even if you are close to her). If the enemy is on the left side of the screen, you should lure her into using a "Claw," and in other cases, you should lure her into using a "Beam," and then try to hit her with your attack after avoiding it. Incidentally, with the exception of immediately after the start of battle, the enemy will attack about three seconds after they start moving. If you remember this, it should be easy to predict when a "Claw" will come.



◆When Eve's second form flies into the sky, wait in the center of the carriage and watch as lightning flashes from above.



*The beam will come to the point where the lightning struck, so you need to move away from that point immediately. Quick reactions are required.



◆When Eve's second form is in this location, she will definitely use "Beam" even if she is close to Aya.

Attacks used by Eve's second form (carriage)

Claw... ·································· (Physical attack)

enemy name	Offensive power	Additional effects
Eve · 2nd form (horse carriage)	85	——

Used when you are close to Aya. Bring both hands to your chest and swing your right hand sideways.

Evasion: Eve (2nd Form) has both hands on her chest. If you see it coming, you can avoid it by quickly moving away. However, the attack range of the "Claws" is surprisingly wide, so even a slight delay in dodging will result in damage. If possible, it's best to memorize the timing of the enemy's attack and start dodging early.

beam ································· (PE attack)

enemy name	Offensive power	Additional effects
Eve · 2nd form (horse carriage)	70	——

This attack is used when Aya is far away, but can be used regardless of distance when Eve or her second form is in the lower center of the carriage. After flying into the sky, it will fire a beam at the carriage (the location is determined randomly). After the attack ends, it will return to the point where it began flying into the sky.

How to Avoid: When Eve (2nd Form) heads into the sky, wait in the center of the carriage. Just before the beam is emitted, a thin bolt of lightning will appear in the direction of the beam. You can avoid the beam by quickly moving as far away as possible from that point. Note that the lightning does not have an attack box.

Eve • 4th form

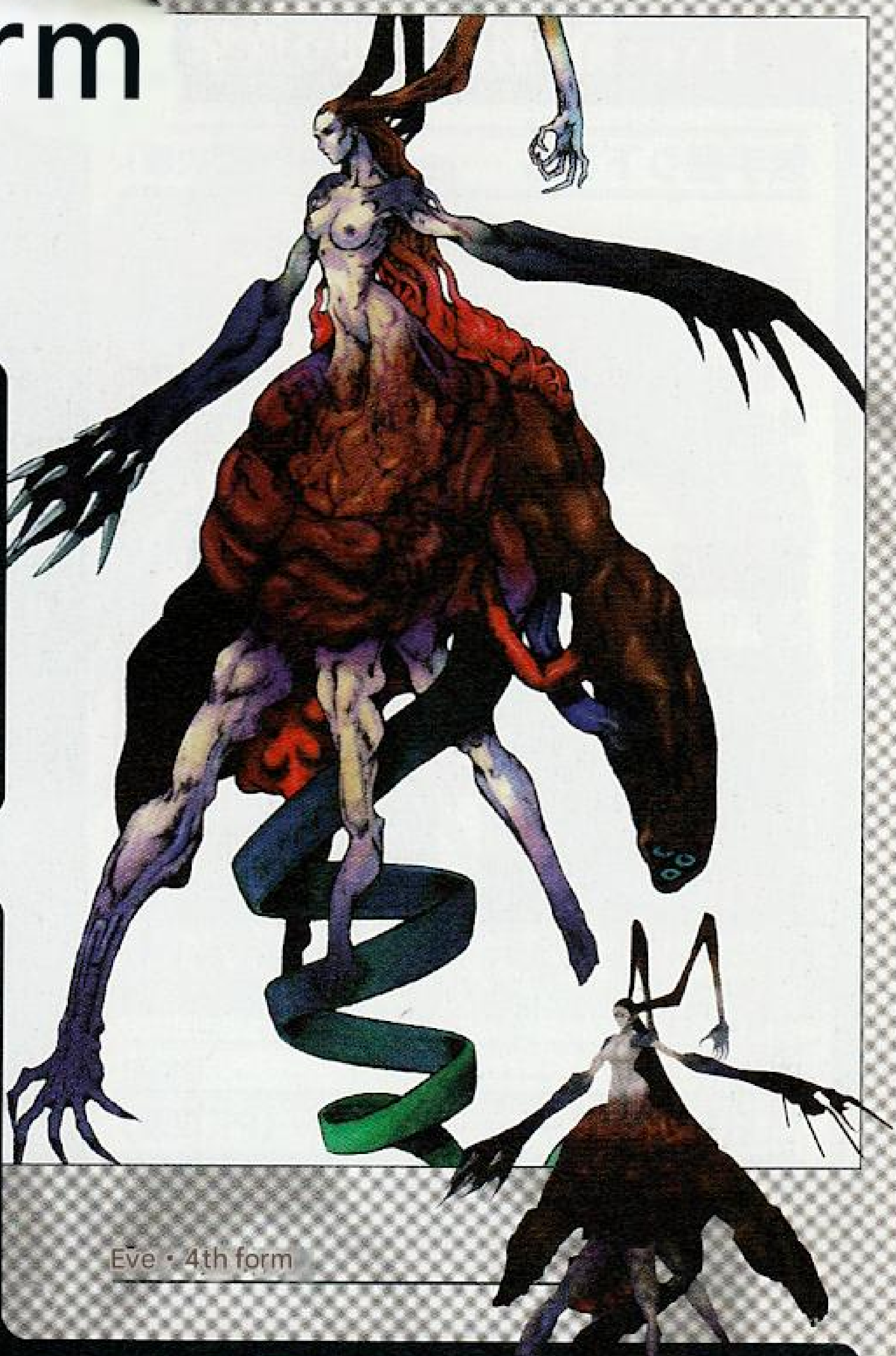
behavior pattern

Between attacks, it will either stay in place or move in a straight line (it tends to move away when Aya approaches, and chase after her when she runs away). After using "Tentacle Down" or "Tentacle Grab", it will often retreat to the starting point of the attack before deciding whether to stay or move. Which attack to use is determined by Aya's location, but attacks used by targets that have already been destroyed will not be selected.

effective strategy

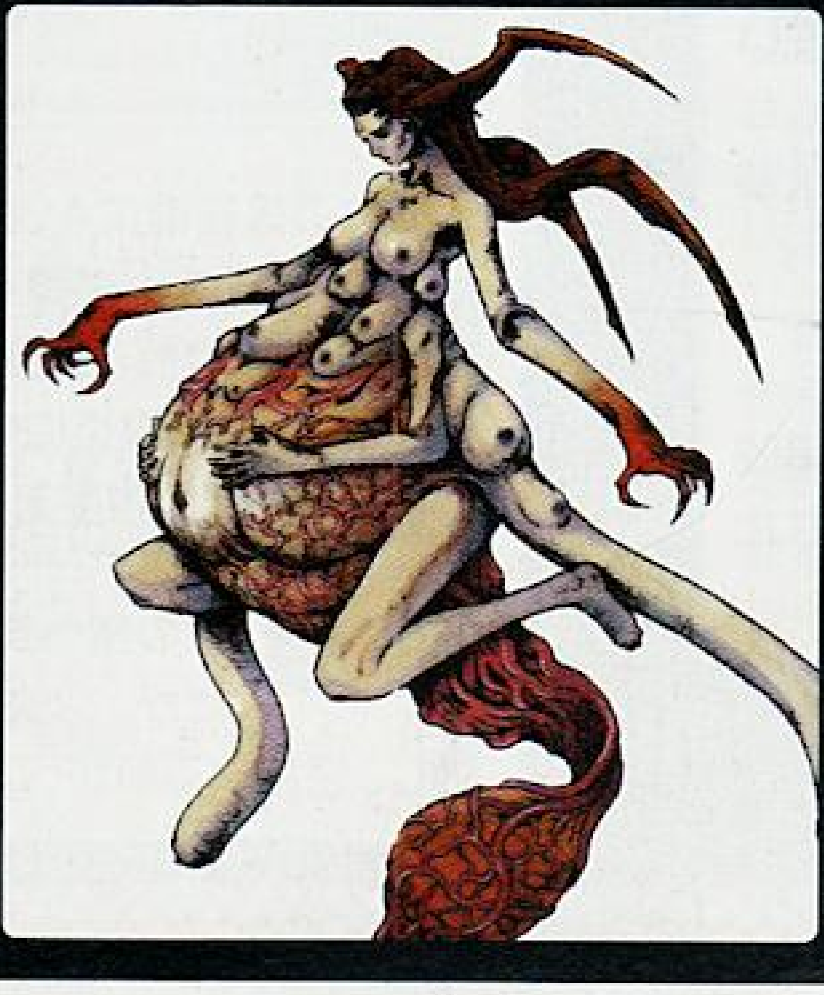
Approach the front of Eve's 4th form and wait. The enemy will launch their next attack in just under one second if they move, or just under three seconds if they don't move, counting from the time they finish their attack, so move away from the enemy just before that happens. If the attack that comes at this time is a "Tentacle Swing" or "Tentacle Grab", you can avoid it with this, so approach after dodging and hit them with an attack. If it's a "Flame Bullet" or "Needle Bullet Strafe", quickly move in close to the enemy and hit them with an attack.

It is recommended to destroy the three targets in the following order: 2 (torso), 3 (legs), and 1 (head). However, if you have a weapon with the additional effect of "Burst," you can attack all targets at once, so it doesn't matter which target you specify (the same goes for rocket launcher-type weapons). After destroying target 2 or 3, the enemy will start using the "Spinning Crescent Cutter." When this happens, get under the enemy and attack.



Eve • 4th form

*If you approach the front of the enemy, you can lure them into using a "tentacle swing" or "tentacle grab." Avoid this and attack.



About Eve's third form

In the final battle on Day 5, Eve has evolved into her fourth form. Since she was in her second form when they fought on Day 2, you might wonder what happened to her third form, but it turns out that she was in her perfect form on the fourth floor of the museum. Aya confronts Eve at this stage, but is immediately carried out of the museum, meaning she never gets to fight this form.

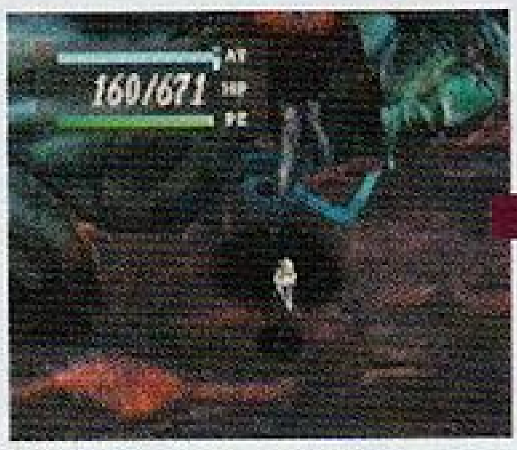
Attacks used by Eve's 4th form

Tentacle swinging down ••••••••• ....(Physical attack)

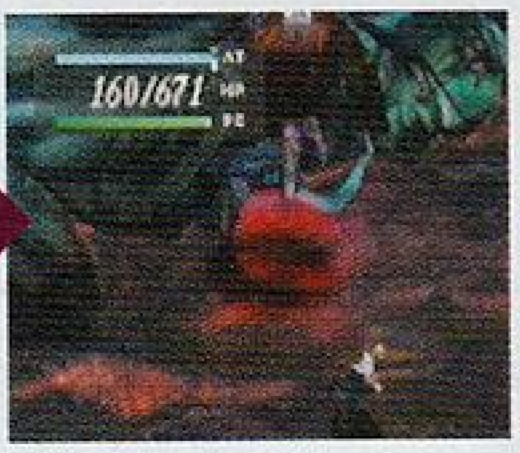
enemy name	Offensive power	Additional effects
Eve・4th form	229	——

Used when Aya is in front of him (except when he is extremely far away from Aya). He leaps towards Aya and swings his tentacles down vertically while shining.

Workaround It can be avoided by moving backwards or to the side, but if you move even a little too late, it will be impossible to avoid.



◆Referring to the "Effective Strategies" column will help you decide when to start moving.



🠉 Furthermore, if you change your movement angle to 45 degrees left while escaping, it will be easier to avoid the attack.

crescent cutter ••••••••••••••••••••• (PE attack)

enemy name	Offensive power	Additional effects
Eve・4th form (head)	190	——

Used when Aya is behind him. Fires a large number of crescent-shaped bullets around Aya from both hands growing on his head.

Workaround It's almost impossible to avoid, but it won't be used unless you get behind the enemy.

Rotating crescent cutter... •••• ・(PE attack)

enemy name	Offensive power	Additional effects
Eve・4th form (head)	190	——

Target 1 will start using this attack after destroying target 2 or 3. After flying to the center of the screen, it will rotate and scatter crescent-shaped bullets. Sometimes the rotation speed is slow and the attack time is short, and sometimes the opposite is true.

How to Avoid This Attack: If you get close to the enemy, you won't be hit by this attack. Depending on the distance, you may receive contact damage when the attack ends, but you can avoid it by quickly moving away from the enemy once they finish their attack.

tentacle grab •••••••••••••••••••••••••• ・(PE attack)

enemy name color	Offensive power	Additional effects
Eve 4th Form (Body) White	181×4	——
Eve 4th Form (Body) Yellow	181×3	confusion
Eve 4th Form (Body) Blue	181×2	Defense power decreased
Eve, 4th form (body) Red. Reduces Aya's remaining HP to 1. Removes Barrier, Haste, and Pre-Raise.		

Use this when Aya is in front and close range. Approach Aya and grab her with your tentacles, then hit her with a beam once you've captured her. The attack after capturing her is determined by the color of the light emitted from the tentacles (if it's white, it will fire four beams, if it's yellow, it will fire three beams + a status change of confusion, if it's blue, it will fire two beams + a status change of defense reduction). If it's emitting red light, it will reduce Aya's remaining HP to 1 and hit her with one beam that will erase a specific status change (see table).

"How to avoid The most reliable way to avoid it is to use the same method as "Downward Tentacle Swing."

Needle bullet strafing •••••••••••••••••••••••••• (PE attack)

enemy name	Offensive power	Additional effects
Eve 4th Form (Torso)	150	——

Used when Aya is far ahead. Fires needle-shaped bullets from the right hand over a wide area. The bullets' impact point is determined by the distance to Aya, but they cannot be fired directly below.

"How to avoid attacks: You can avoid them by getting close to the enemy, but if you approach too late you will take damage from multiple hits. On the other hand, you can also reduce the number of hits you receive to one or two by keeping your distance from the start.

flame bomb •••••••••••••••••••••••••••••••• ・(PE attack)

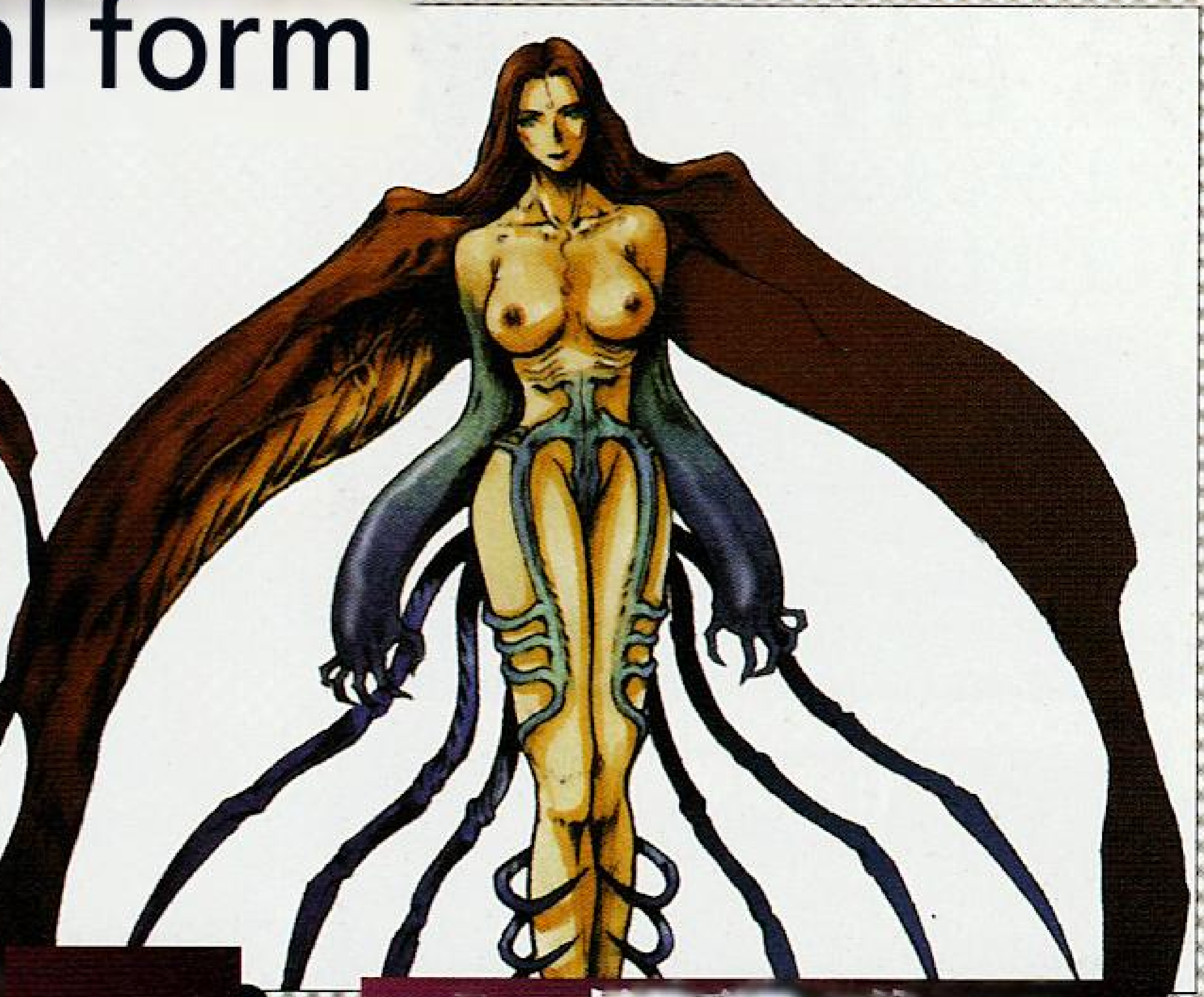
enemy name	Offensive power	Additional effects
Eve 4th Form (Legs)	177	——

Used when Aya is far ahead. Aiming at Aya, it fires two flame bullets in a row for four shots (eight shots in a row after destroying targets 1 and 2). The flame bullets explode when they hit the ground, and these explosions also have an attack detection. A notable feature is that the firing angle of the bullets changes slightly with each shot.

How to avoid: It can be avoided by going around to the side of the enemy, but the best way is to get close to the enemy by passing through the flame bullets.

Eve • Final form

Eve final form



behavior pattern

After flying quickly around the screen in a curved trajectory (flying speed increases as remaining HP decreases), it begins moving at a slower speed. After moving at a slow speed for about 5 seconds, or when Aya approaches, or when attacked by Aya, it will use an attack appropriate to the situation. It does not have contact detection.

effective strategy

It's recommended to keep a certain distance between you and the enemy, and when they start moving slowly, land two or so attacks. This way, you'll be hit with a "Binding" effect, but you can avoid it with an "Arrow of Light." The slow (stop) state caused by "Binding" can be cured with "Haste" or movement restriction medicine only when you want to avoid enemy attacks.

wings •••••••••••••••••••••••••••••••••••••• (Physical attack)

enemy name	Offensive power	Additional effects
Eve Final Form (Left Wing)	162	Poison (42 damage per 90 seconds)
Eve Final Form (Right Wing)	162	Slow (low speed)

An attack used when you are close to Aya. It involves swinging either your left or right wing (the additional effect varies depending on which wing is swung).

"How to avoid an attack: You can avoid it by going under the enemy and getting behind them, or by moving away from them.

Even under haste, the chances are low.

Attacks used by Eve's final form

curse •••••••••••••••••••••••••••••••••• • (PE attack)

enemy name	Offensive power	Additional effects
Eve's final form (purple light)	162	slow (stop)
Eve's final form (green light)	170	Barrier & Haste & Pre-Raise Removal

Use this after moving slowly for about 5 seconds, or immediately after being attacked by Aya while moving. After bringing both hands to your chest, a purple or green light will appear where Aya is. The attack power and additional effects will vary depending on the color.

"How to avoid: Avoidance by moving is impossible. Since "Binding" is an attack that can only be used at long range, you can prevent it from being used by getting close to the enemy (however, "Wings" will be used instead).

arrow of light ••••••••••••••••••••••••••••••••• (PE attack)

enemy name	Offensive power	Additional effects
Eve final form	190	Defense power decreased

After leaving the screen, Eve's final form fires an arrow of light at the location where Aya was when the screen changed. The arrow penetrates the ground and generates a wide-area hitbox. After throwing the arrow, Eve's final form returns to the location where she began her departure.

How to avoid: When the enemy leaves the screen, move in a direction that puts as much distance as possible from where Aya was at that time.

Perfect form, first form

Ultimate Being

behavior pattern

Capture Aya's location and move a short distance away → stay still in the air → use "Wave"... repeat (this can be done up to two times in a row). When her remaining HP falls below half of her maximum HP, she may use the counter attack "Energy Radiation" when she takes damage.

effective strategy

Get close to the enemy, hit them, then move away to avoid the "wave." Repeat this process. However, if you're using a weapon that can attack multiple times at once, limit the number of shots you fire to 1-2 after dealing a certain amount of damage so you can deal with the sudden "energy radiation."

Perfect form, first form

Attacks used by the Perfect Form and First Form

waves ······································ (PE attack)

enemy name	Offensive power	Additional effects
Perfect form, first form	178	—

After curling up, it emits a wave of energy into the surrounding area. The attack range is within the expanding "ring," and it disappears as soon as the "ring" begins to disappear.

"How to avoid | If you run outside the expanding "ring", you won't be hit by the attack.

energy radiation ······················ · (PE attack)

enemy name	Offensive power	Additional effects
Perfect form, 1st form		Aya's remaining HP is reduced to 1. Barrier, Haste, and Pre-Raise are removed.

When the Perfect Form 1 is damaged and its remaining HP is less than half of its maximum HP, it has a chance of using this as a counter attack. After hitting the ground, it emits a loud bang and radiates energy into the surrounding area. This attack can only be used once.

"How to avoid damage: If you get close to the Perfect Form/First Form immediately after it hits the ground, you will not receive any damage. However, the "enemy contact detection" that had disappeared will reappear at the end of the attack, so if you do not leave the area immediately, you may receive contact damage.

enemy name	Appearance location	レベル	HP	防御力	ATバー蓄積速度	クリティカルヒット率	EXP	BP	接触ダメージ	BPダメージ	逃走
Perfect form, first form	Cruiser (rear deck)	37	1500	50	80	40	0	0	10	0	Not possible
Complete form, second form (torso)	Cruiser (rear deck)	37	1800	※1	※2	70	0	0	10	0	Not possible
Perfect form/2nd form (wings)	Cruiser (rear deck)	37	1200	*3	*4	50	0	0	—	0	Not possible
Perfect form, third form	Cruiser (rear deck)	38	4300	60	120	60	0	0	10	0	Not possible
Perfect form, 4th form	Cruiser (rear deck)	38	*5	1200	80	70	0	0	—	0	Not possible

※1: The defensive power of the Complete Form and 2nd Form (torso) changes from 68 (during fusion) to 98 (after separation) to 68 (after wings are destroyed).

※ (Body) AT Per accumulation speed changes from 120 (during fusion) → 75 (after separation) → 125 (after wing destruction) 2..................Perfect form · 2nd form

※3: The defensive power of the Complete Form and 2nd Form (Wings) changes from 89 (during fusion) to 50 (after separation).

Perfect form, second form

Perfect form, second form

behavior pattern

It is characterized by being composed of two parts (wings and body). While the wings and body are combined, it moves slowly through the air and uses "electromagnetic bullets" or "electromagnetic beams."

When the remaining HP of either part falls below approximately 60% of its maximum HP, it separates and begins to move independently. The body faces Aya while moving to the edge of the screen as if fleeing from her (however, after the wings are destroyed, it will also move to the center of the screen, increasing the variety of its attacks). The wings also face Aya while moving as if fleeing from her, but their movement range is not limited.

The defensive power of the wings and body changes during the combination, after separation, and after the wings are destroyed. Regardless of whether the wings are destroyed, it will evolve to its third form when the body is destroyed.

effective strategy

While combined, all you need to do is keep a close distance to the enemy, dodge their attacks, and then land your own attacks.

After separating, you'll want to aim to destroy the wings first, but it's surprisingly difficult to hit them with attacks. If you're having trouble hitting them, you can either use "Rebalance" in conjunction with this, or ignore the wings and aim to destroy the body. Either way, the body and wings will move away from Aya, so if you're using a weapon with a high rate of fire, limit the number of shots to one or two. Any more than that will likely result in the enemy moving out of the weapon's effective range, resulting in wasted bullets.

When attacking the torso, first approach the torso to lure in a "jump," then dodge and attack immediately after. If it uses a "tail beam," prioritize dodging, and attack once you've moved to a safe location.

By the way, if you use "Rebalance" after dealing nearly 720 points of damage to the torso of a combined enemy, if you're lucky the remaining HP of the torso will drop to zero at that point, making it possible to defeat the enemy without separating them.

effectiveness		Success probability (%)							Additional damage from acid	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	フリーズ	scan	slow	コンフューズ	トランキル	サイアナイド	アシッド	steal			
△	△	0	0	0	0	0	0	50	—	(Not owned: 100%)	Ammo +30 (80%), Full recovery (20%)
△	△	0	0	0	0	0	0	50	—	(Not owned: 100%)	(Not owned: 100%)
△	△	0	0	0	0	0	0	50	—	(Not owned: 100%)	Junk (100%)
△	△	0	0	0	0	0	0	50	—	(Not owned: 100%)	All-purpose tool (100%)
×	×	0	0	0	0	0	0	50	—	(Not owned: 100%)	Junk (100%)

*4: The AT bar accumulation speed of the Perfect Form, 2nd Form (Wings) will change from 120 (during fusion) to 100 (after separation).

*5: The HP of the Perfect Form, 4th Form will change from 15 (before the event) to 7992 (after the event).

Attacks used by the Perfect and Second Forms

electromagnetic bow •••••••••••••••••••••••••••••••• • (PE attack)

enemy name	Offensive power	Additional effects
Perfect form, second form	228	——

Can only be used while combined. After a light is emitted from the chest, three pale blue bullets are fired in rapid succession. The bullets fly in a straight line, but once along the way, they change angle to face Aya's direction.

Workaround If you see an attack coming, you can avoid it by moving around to the enemy's side.

electromagnetic beam ••••••••••••••••••••••••• • (PE attack)

enemy name	Offensive power	Additional effects
Perfect form, second form	189	——

Only used during combination. After shining both ends of the wings, it fires two parallel beams at Aya four times in a row. The beam firing angle varies with each shot.

How to avoid If you get close to the enemy as soon as you see them attacking, you won't be hit by the beam.

Rapid fire bullet •••••••••••••••••••••••••••••••• (PE attack)

enemy name	Offensive power	Additional effects
Perfect form/2nd form (wings)	172	——

Used by Tsubasa after separation. It fires nine small bullets in rapid succession, aiming at a certain range centered on Aya. With each shot, the recoil causes Tsubasa to move back slightly.

How to avoid them: Get under the wing to avoid being hit. If you can't get under it in time, move away from the wing to avoid the bullets more easily.

electromagnetic net •••••••••••••••••••••••••• (PE attack)

enemy name	Offensive power	Additional effects
Perfect form/2nd form (wings)	178	——

Used by Tsubasa after separation. After retreating, he will send out an electric shock between both wings, charge towards Aya, and then turn around after traveling a certain distance. This attack will be performed a total of three times.

How to avoid: You can avoid it by moving to the side. However, since the attack comes three times in a row, you will need to change the direction of your dodge each time.

Jumping •••••••••••••••••••••••••••••••• (Physical attack)

enemy name	Offensive power	Additional effects
Complete form, second form (torso)	223	——

Used by the body after separation. If Aya is nearby, it will face her, stand up, and swing both arms down as if collapsing. After the wings are destroyed, it will also jump at Aya regardless of distance (or move closer), swing both arms down, and then run away.

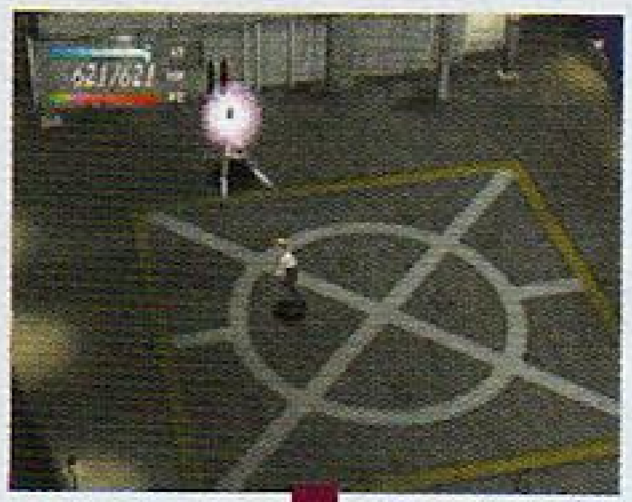
How to avoid If the torso rises, you can avoid it by quickly moving away or to the side.

tail beam ••••••••••••••••••••••••• (PE attack)

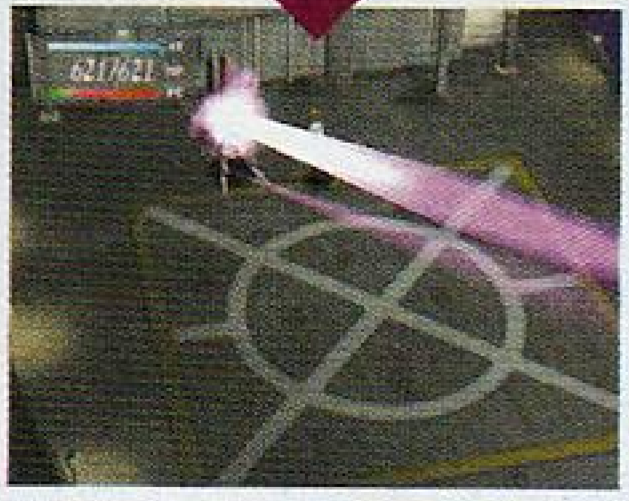
enemy name	Offensive power	Additional effects
Complete form, second form (torso)	212	——

Used by the body after splitting. After emitting light from the tail, it fires a beam in front of the body. Alternatively, it can fire a beam to the side or rear, then change the angle of the beam to aim at Aya. After the wings are destroyed, it can also be used immediately after jumping to the center of the screen.

How to avoid: While the light is being emitted from the tail, move diagonally to the front right or left of the body. If the beam is coming from the front of the body, this is all you need to do to avoid it. On the other hand, if the beam is coming from the side or back, the angle of the beam will change to target Aya, so move around the body to avoid it.



◆If you see light coming from the tail, immediately move diagonally forward from the body and check the direction the beam is coming from.



◆If the beam is fired from the side of your torso, move closer to your torso and circle around it to avoid the beam.

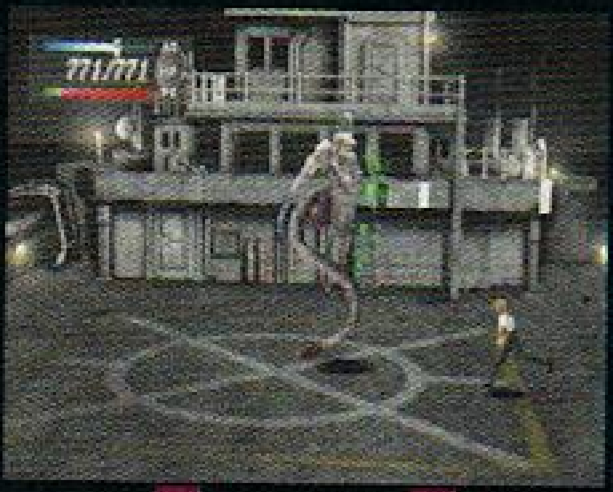
Perfect form, third form

behavior pattern

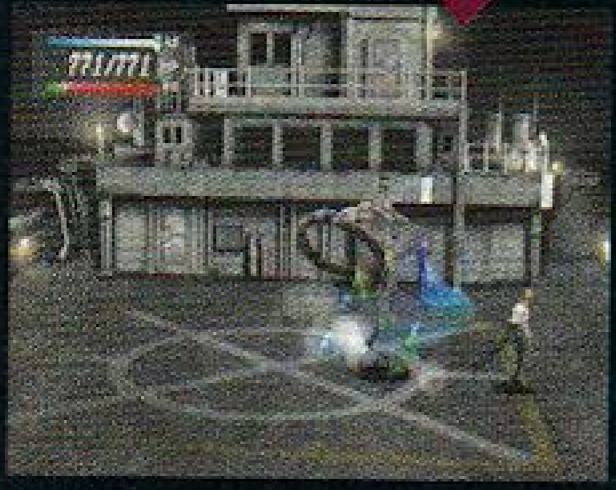
While moving towards Aya, it attacks in the following order: 1-3 "Combo" → 1 "Guided Missile" → 1-3 "Combo"... However, as the remaining HP of its Perfect and Third Forms decreases, the number of times it uses "Combo" decreases. Conversely, it uses "Guided Missile" more frequently, and begins to use attacks it had not used before. Because なお、it is floating high up, it will not collide with Aya (which would cause contact damage).

effective strategy

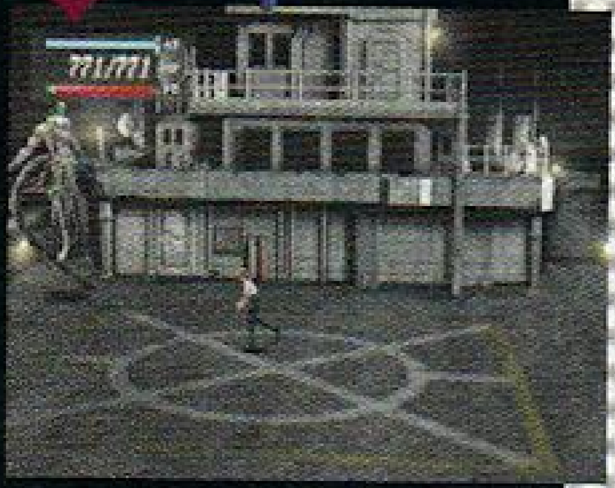
Except at the start of battle, the Ultimate and Third Forms will stop moving about three seconds after starting, and な immediately after that, they will use a "Combo" attack. While the enemy is moving, move away from the edge of the screen and avoid their attack before landing your own. "Guided Missiles" will miss if you get too close to the enemy, and you have a chance to land a close-range attack, so hurry up and get close, even if you have to use "Haste." Avoiding "Energy Radiation" is a lot of work, but if Aya has 1 HP remaining or is in barrier mode, you'll receive zero damage, so feel free to approach the enemy and land your attacks.



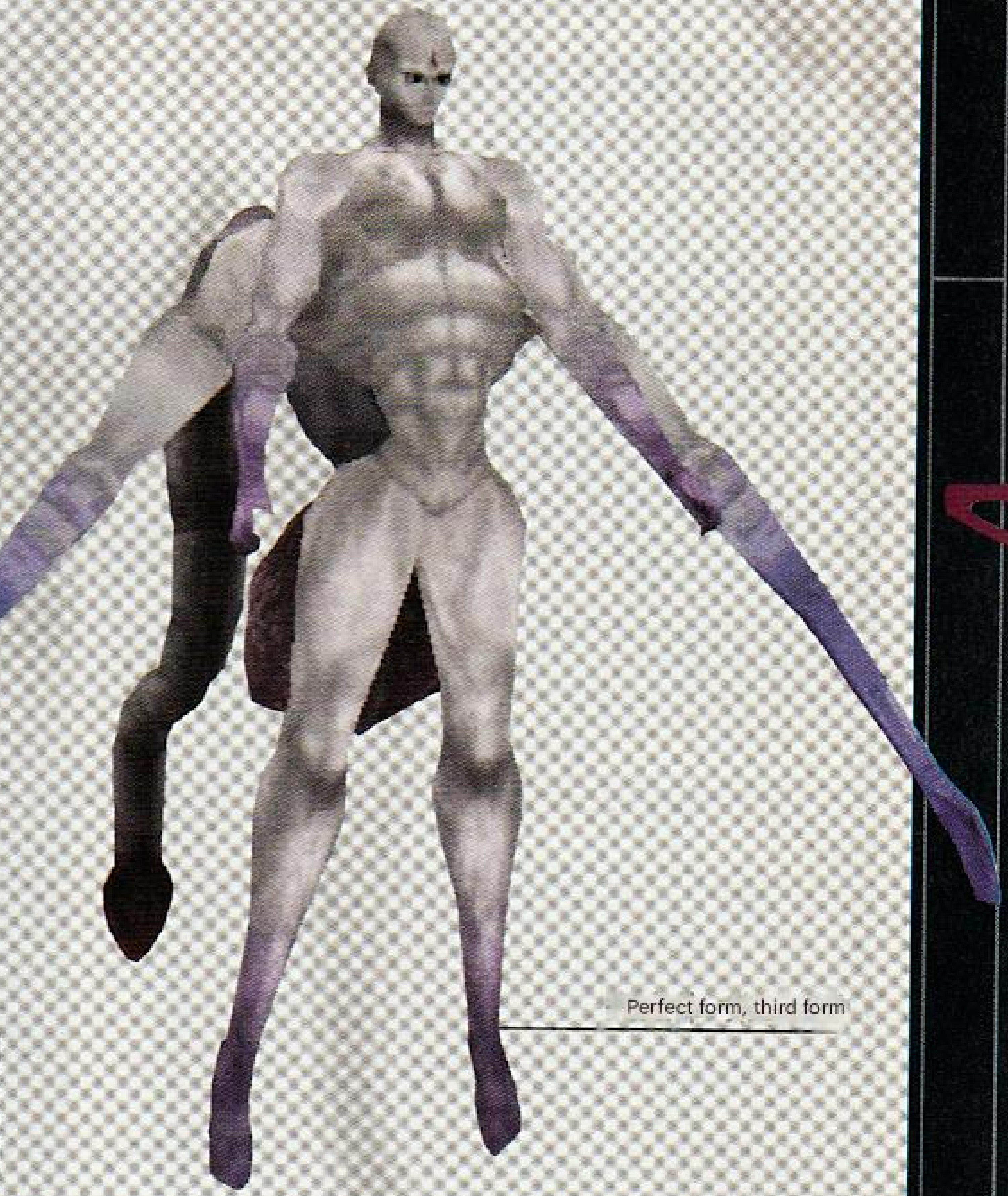
To avoid this, move away from the edge of the screen.



◆If the enemy stops, move backward or counterclockwise. This will allow you to avoid certain attacks.



◆If they use a "guided missile," quickly go to the location of the complete form and attack.


Perfect form, third form

Attacks used by the Perfect and Third Forms

combo ································ (Physical attack)

enemy name	Offensive power	Additional effects
Perfect form, third form	182+186	——

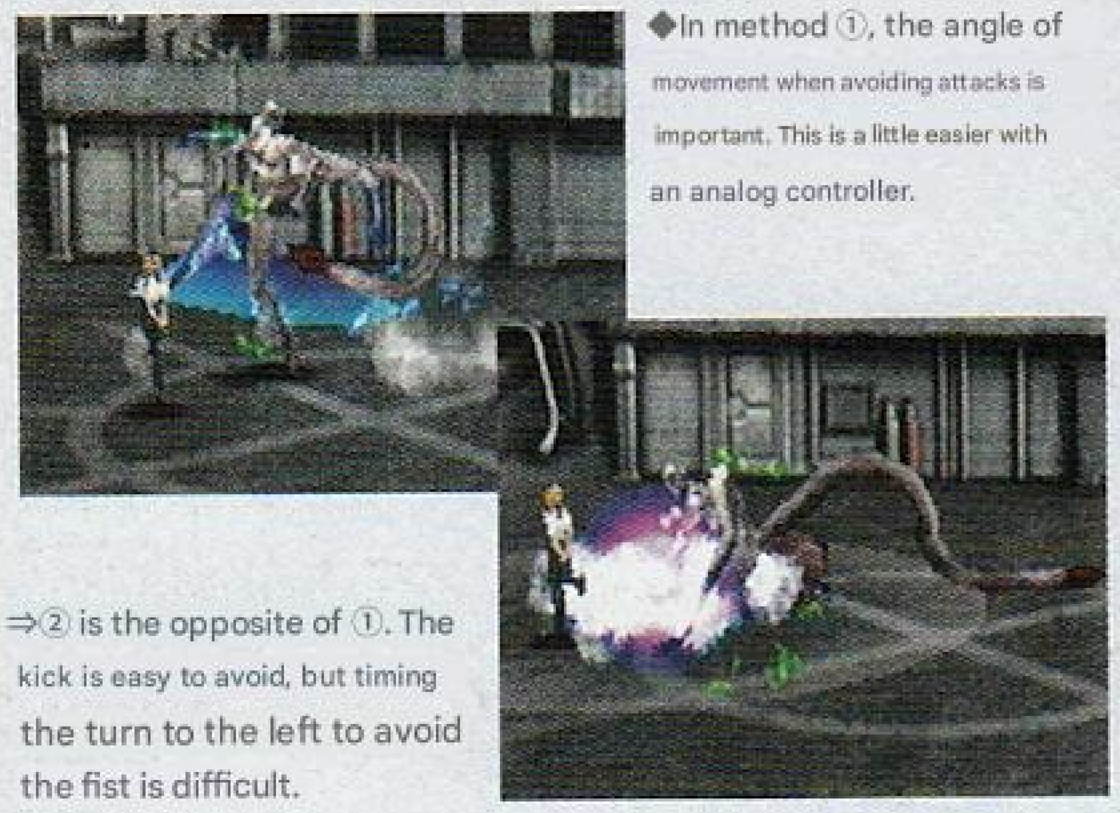
He jumped at Aya, first kicking her with his right foot, then swung down with both fists.

How to avoid: There are three types of avoidance methods:

① Move to the side to avoid the kick. However, the downside is that it is difficult to avoid the first kick unless you move directly to the side of the enemy.

② After avoiding the kick by putting some distance between you and the enemy, turn 45 to 90 degrees to the left just before the enemy swings their fist down. The timing to avoid the second fist is difficult.

3. Use Haste beforehand and move counterclockwise around the enemy in a slightly larger circle to avoid attacks. If you don't mind consuming your PE bar, this is the easiest way.



◆In method ①, the angle of movement when avoiding attacks is important. This is a little easier with an analog controller.

⇒② is the opposite of ①. The kick is easy to avoid, but timing the turn to the left to avoid the fist is difficult.

guided missile ································ · (PE attack)

enemy name	Offensive power	Additional effects
Perfect form, third form	205	——

After flying to one of the four corners of the screen, it concentrates light in front of both hands and fires a large number of bullets in rapid succession. The bullets land randomly within a certain range centered on Aya's location. As the remaining HP of the Perfect and Third Forms decreases, this attack can be used up to three times in a row.

How to avoid being hit by bullets: If you get close to the enemy, you will avoid being hit by the bullets. Hard to hit by bullets.

A fatal blow ···························· · (PE attack)

enemy name	Offensive power	Additional effects
Perfect form, 3rd form	Aya's remaining HP is 1	Barrier & Haste & Pre-Raise Removal

He begins using this move when the remaining HP of his Perfect/Third Form is low. He grabs Aya with the wing-like right hand on his back and, once captured, shoots a beam of light. This reduces Aya's remaining HP to 1 (if Aya's remaining HP is 1, it deals 2 damage), and also removes certain status changes (see table).

"How to avoid: It is difficult to avoid after seeing the movement. Anticipate an attack and move backwards or to the enemy's left to avoid it.

curse of confusion ·························· · (PE attack)

enemy name	Offensive power	Additional effects
Perfect form, third form	0	confusion

This skill is used when the remaining HP of the Perfect/Third Form is low. It emits a purple light from under Aya's feet. It has zero attack power, but has a certain chance of confusing Aya.

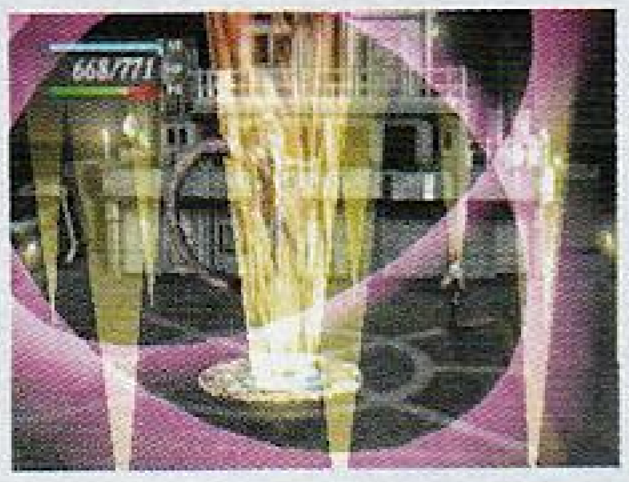
Workaround It is impossible to avoid by moving, but the chances of becoming confused are low.

energy radiation ······················ · (PE attack)

enemy name	Offensive power	Additional effects
Perfect form, third form	HP halved	——

It will be used when the remaining HP of the Perfect/Third Form is low. It will fly to the center of the screen, making a loud noise and radiating energy to the surrounding area.

How to avoid: If you are a certain distance away from the enemy, you won't be hit (see the photo below for distance). By the way, you can completely nullify the attack with a barrier (reducing damage taken to zero without reducing the PE bar), and if Aya has 1 HP remaining, damage taken will be reduced to zero.



◆The safe zone is slightly inside the "circular pillars of light" that can be seen before the attack detection occurs. You can also determine the location of the safe zone by the pattern on the deck.

Perfect form, 4th form

behavior pattern

The main body only flies around the screen, and attacks are carried out by four objects (bits) floating around it. Note that neither the complete form, fourth form, nor the bits have contact detection.

effective strategy

All you have to do is make sure to hit the enemy with your attacks (however, attacks other than certain ones will only deal 1-2 damage). If multiple bits fire "beams" within a short period of time, it is unlikely that a "beam" will come immediately after, so if you attack at this time, it is relatively safe.

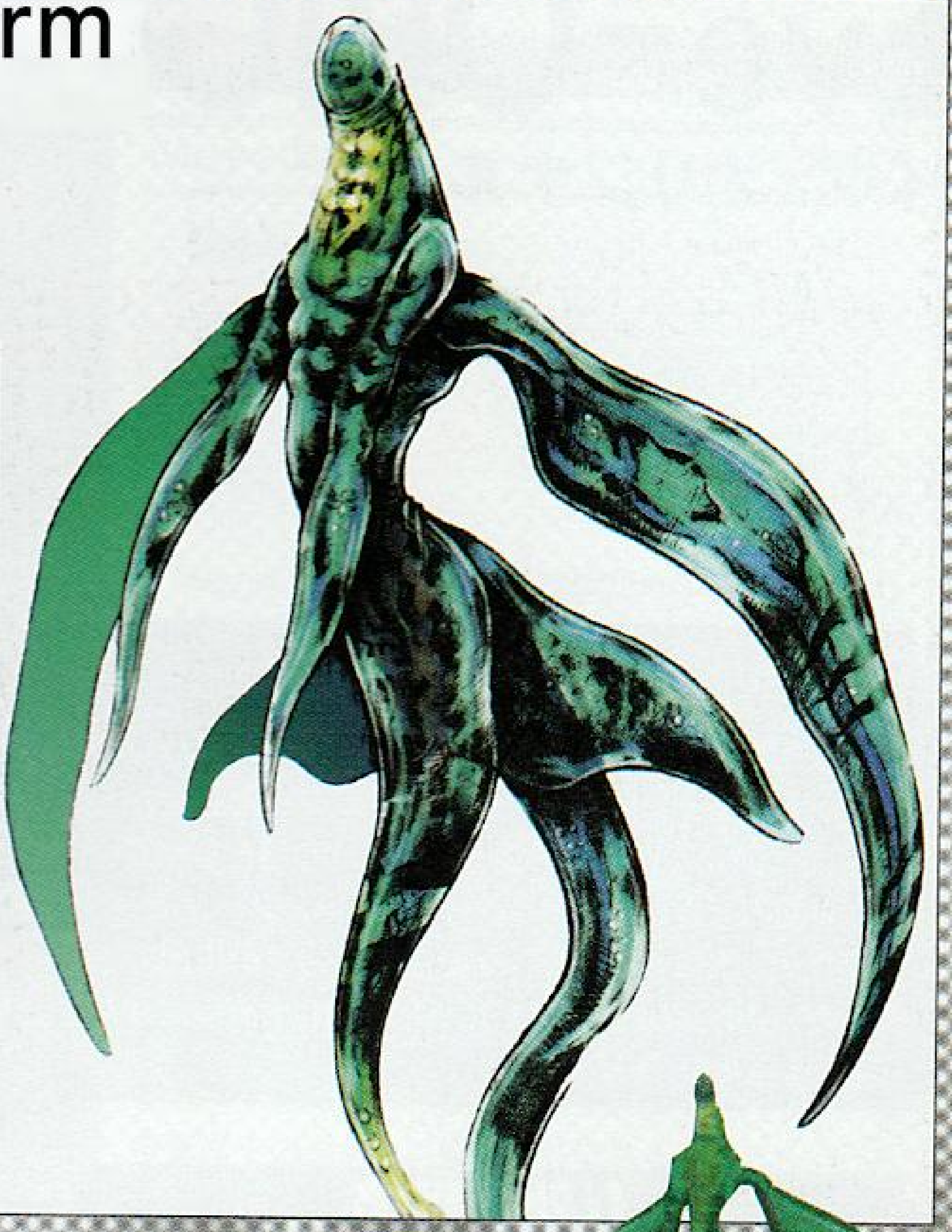
Attacks used by the Perfect and Fourth Forms

beam· .... (Physical attack)

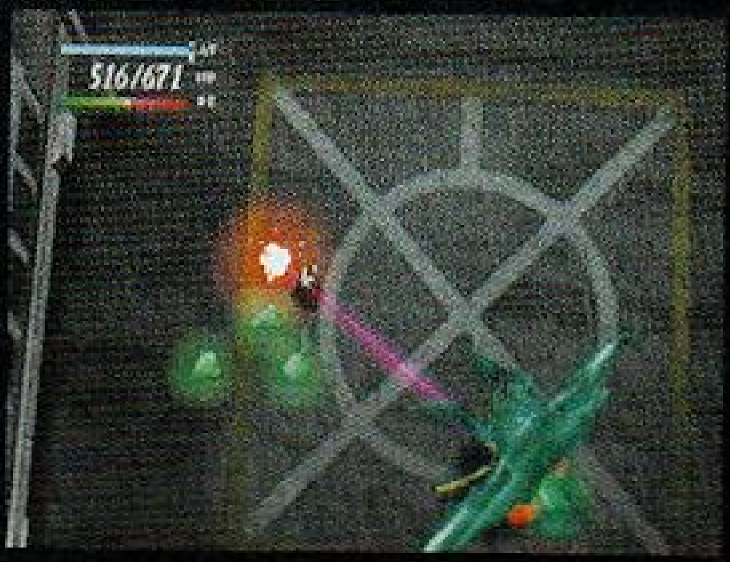
enemy name	Offensive power	Additional effects
Perfect form, 4th form (Bit)	150	——

The Bit fires a beam at Aya. The hitbox appears at the point where the beam hits. The rate at which the Bit fires the beam increases the lower the remaining HP of the Perfect and 4th forms.

"How to avoid This can be avoided by moving away from the location the moment the "beam" is fired.



Perfect form, 4th form



◆The beam itself does not have an attack detection factor, so even if it penetrates Aya's body, she will not take damage.

About the perfect form and fifth form

When you reduce the HP of the Perfect Form 4 to zero, an event will occur. Immediately after, you will fight the enemy again, with its HP increased to 7992. However, if you hit it with eight shots from a certain weapon obtained during the event, you can easily defeat it. However, the Perfect Form still does not die. To defeat this seemingly immortal enemy, you will need a more powerful source of damage. You must discover how to do this while being pursued by the Perfect Form 5 (→ P.248).

Eve-ORIGINAL Eve Original

Eve-ORIGINAL

behavior pattern

Basically, she alternates between floating around the screen and using "Liberate." When she temporarily disappears from the screen, it marks the end of a turn. When she's floating around the screen, she uses "Maya's Phantom" roughly once every two turns. If "Maya's Phantom (Easy)" appears, she always uses "Body Charge" immediately after.

effective strategy

Stand around the center of the screen, understand which turn the enemy is currently on, and take action accordingly.

① Turns that float around the screen

Attack the enemy within three seconds of it appearing on the screen. After that, do not attack under any circumstances as there is a chance that "Maya's Phantom" will come. When facing a "Body Slam," wait around the center of the screen and intentionally receive an attack. After this, there is a great opportunity to attack until the enemy disappears, so try to land as many attacks as possible. You can recover HP after the enemy has disappeared.

②The turn when the enemy's "Rebalance" comes

As long as Eve-ORIGINAL has a lot of HP remaining, the enemy's "Rebalance" only attacks once, so it's easy to avoid it by moving. Even if the number of attacks increases to two, it can be avoided by using "Haste." However, if Aya has low HP remaining, it's also effective to intentionally take an attack after using "Pre-Raise" to reduce Aya's remaining HP to zero. For more information on the above, please refer to the right page.

◆Do not damage enemies while Maya's Phantom is present.

◆This is because immediately afterwards, "Maya's Illusion (Joy)" will be activated and your HP will be restored.

◆It's best to receive a "body slam" near the center of the screen. Afterwards, attack or recover HP.

◆In order to reliably avoid all of the enemy's "Liberate", "Haste" is essential.

enemy name	Appearance location	Level	[illegible]	防御力	ATバー蓄積速度	クリティカルヒット率	EXP	BP	contact ダメージ	BP damage	escape
Eve-ORIGINAL	chrysler Ruff 7F	—	—	—	—	—	—	—	—	—	—

UNKNOWN

Attacks used by Eve-ORIGINAL

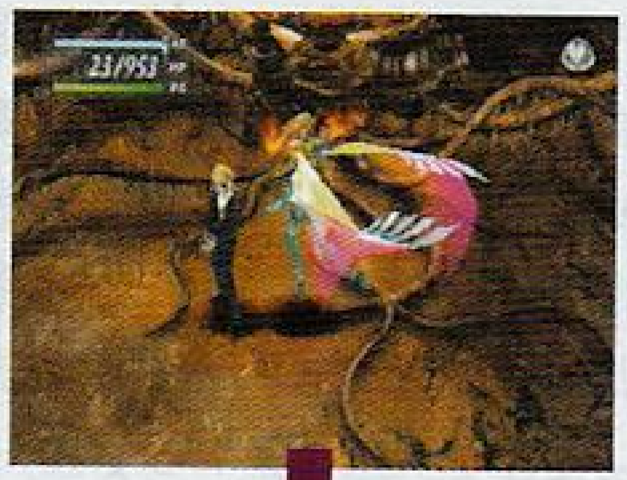
Reverate...... ••••••••••••••••••• (Physical attack)

enemy name	Offensive power	Additional effects
Eve-ORIGINAL	?	——

Teleports to a random location near Aya and attacks 1 to 3 times in a row. The attack action is the same as Aya's "Revalorate." The lower Eve-ORIGINAL's remaining HP, the more likely it is to attack. If Aya is not in front of her when she teleports, she will chase after her before attacking.

"Evasion method: Determine the destination of the teleported enemy (If you're not confident, pause and check your destination.) You can avoid the second attack by quickly moving around the enemy in a clockwise direction. However, be careful, you can only avoid it if you are in Haste mode and move around the enemy in a counterclockwise direction.

If Aya has little HP remaining, it's effective to use "Pre-Raise" just before the enemy uses "Revalorate," then intentionally take the attack to reduce her HP to zero. This will cause the enemy's second or third attack to miss while Aya is "reviving." However, be aware that if you're wearing armor with the additional effect of "Auto Heal," you may not be able to reduce her HP to zero.



◆When Aya has low HP remaining and is in pre-raise mode or carrying a resuscitation potion, she will be hit by the enemy's "Rebalance."

◆When Aya's remaining HP reaches zero, enemy attacks will not hit her at all while she is "revived."

Maya's illusion •••••••••••••••••••••••• • (PE attack)

Attack name	Offensive power	effect
Maya's Illusion (Joy)	——	Recover Eve-ORIGINAL's HP
Maya's Phantom (Anger)	?	Aya changes state to confusion
Maya's Illusion (Sorrow)	?	Aya's status changes to slow (stop)
Maya's Illusion (Easy)	——	Increases Eve-ORIGINAL's defense power for a certain period of time

Summons a vision of Maya. Usually, either "Phantom of Maya (Anger)" or "Phantom of Maya (Sad)" is used randomly. As Eve-ORIGINAL's remaining HP decreases, she will also start using "Phantom of Maya (Happy)."

"Maya's Phantom (Joy)" is used when Eve-ORIGINAL takes damage before "Maya's Phantom (Anger/Sorrow/Happy)" ends (the shadow of Maya's Phantom disappears). The amount of HP recovered is 1000 at first, and then increases by 1000 each time "Maya's Phantom (Joy)" is used, from 2000 → 3000... (however, if the amount recovered exceeds the amount of damage Eve-ORIGINAL has taken, the amount recovered will be equal to the amount of damage).

"How to avoid: Avoidance is impossible. However, if you avoid hitting the opponent with your attack at the timing described above, you can prevent the use of "Maya's Illusion (Joy)."

Body slam................. •••••••••••••••••••••••• (Physical attack)

enemy name	Offensive power	Additional effects
Eve-ORIGINAL		Reduce Aya's remaining HP to 1, remove Barrier, Haste, and Pre-Raise

This attack is used by Eve-ORIGINAL when her HP is low (but she will always use it after "Maya's Illusion (Easy)"). Surrounded by a yellow light, she moves to one of the corners on screen 4 and then charges at Aya at high speed. After the attack, she will be unable to act for a while.

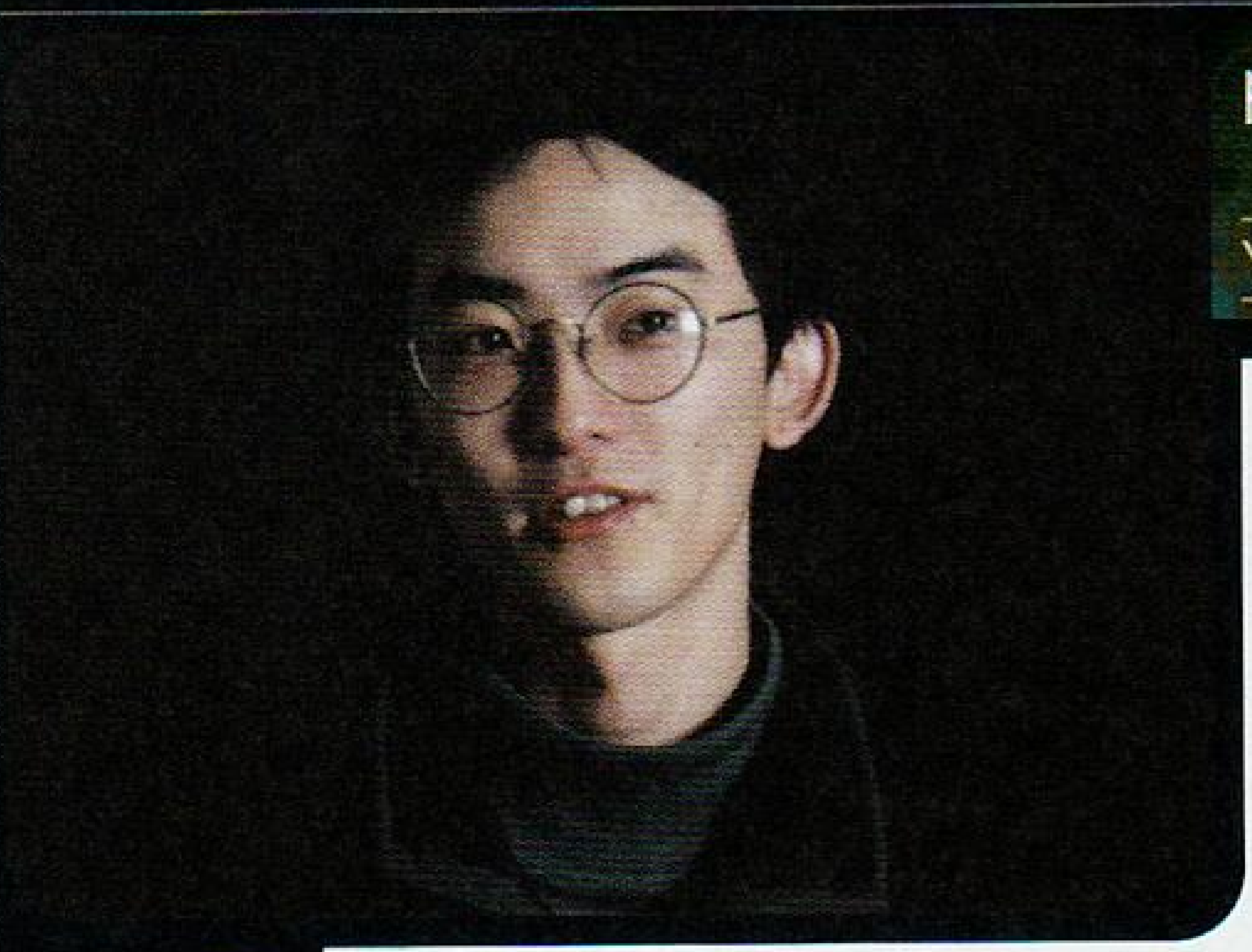
Avoidance: Avoidance by moving is impossible. Note that if you are at the edge of the screen, you will receive two "body slams" in a row, reducing your HP to zero. (This is because if Aya receives an "attack that reduces her remaining HP to 1" when her remaining HP is 1, it will always result in 2 damage.)

effectiveness		Success probability (%)							Mace Asid By Chasing	Dropped items (probability in parentheses)	Items that can be stolen (probability of appearance is in parentheses)
ヒート	フリーズ	スキャン	slow	コンフューズ	トランキル	サイナード	アシ	盗み			
—	—	—	—	—	—	—	—	—	—	—	—

UNKNO

parasite eve creator interview ②

YOSHIHIKO MAEKAWA



Early development weapons
They were bats and stun guns.

- The name of the weapon

I've deliberately stuck to the model number.

One of the distinctive features of "Parasite Eve" is its action-packed battle system. How did this system come about?

Maekawa: Initially, we were planning to make the game more horror-themed. To fit that atmosphere, we were thinking of a real-time combat system, and weapons like bats and stun guns instead of guns. However, the setting changed significantly (→p. 332), and it just didn't fit the atmosphere. Seeing this, Sakaguchi (Sakaguchi Hironobu: Executive Vice President of Square Enix) couldn't bear to see it, so he suggested, "What if we went in this direction?" and showed us the basic concept: an AT bar would fill up while waiting for your turn, allowing you to move and avoid enemy attacks. You could call it a semi-active time battle. At first, we considered letting you shoot while moving, but it was extremely difficult to move while performing a shooting motion, so we ended up with the current version, which retained the fun of dodging.

PROFILE

Yoshihiko Maekawa

YOSHIHIKO MAEKAWA

battle director

Year of joining: 1991

Representative works include "FFVI" and "Super Mario RPG"

What if we made "Parasite Eve 2"?

If that happens, I'll use the ideas I didn't use this time.
I would like to adopt it in a more refined form.

--Were you able to upgrade the bat and stun gun as well?

Maekawa: No, the tuning system was created after we decided to focus on guns. That said, there were many changes regarding guns, and initially it was a system where you could power up weapons by attaching parts such as stocks.
Well, I had a similar idea for a certain famous game, so I changed it (lol).

---There are a lot of guns, but they only have model numbers, right?

Maekawa: In the early stages of development, it was completely different from the final version, with only around seven or eight types of handguns. The names for each weapon type were also extremely simple, like "Handgun 1" or "Grenade Launcher 2." Later, as we started to work on the minor details, we decided to add more weapons, but the names up until then were too bland, so we decided to give them names that were a little more realistic. However, there are so many types of weapons, and it seemed like giving them specific product names would cause problems with copyrights, so we deliberately stuck to model numbers. Up to that point, it was okay.

museum quiz machine

I was planning to get some rare trading cards.

--Can you tell us about any projects that were in development but didn't make it into the final version?

Maekawa: There are loads of them (laughs). For example, there is a quiz machine in the museum, and when it was first developed, The plan was that you would receive a medal every time you answered a question correctly. If you collected seven medals and put them into a jukebox-like machine at the entrance to the museum, you would receive a rare trading card. However, one day, the person in charge of the event suddenly said, "I'm sorry, Maekawa-san, we can't do that" (laughs).

[Battle Director Yoshihiko Maekawa

--In the final version, the places where you can obtain rare trading cards are concentrated around the Chrysler Building, which is partly because that event never saw the light of day.

Maekawa: That's actually how it was. We also had the idea of increasing or decreasing the bonus points awarded at the end of each day in the EX ROUND according to the clear time. We were close to realizing this, but about two days before the master-up (deadline), we realized that the crucial program wasn't working properly, so we ended up scrapping it. If you look inside the program in the final version, you'll see that the calculation formula is written out properly. But at the end, there's a command statement that says, "Day 1 bonus points = 800," which ignores all the calculations up to that point (laughs).

--Did you ever consider a mode where people who have completed the game could just watch the movies?

Maekawa: We did have plans to do the opposite. It was a mode that would let you skip the cutscenes and just play the game part, and it was called the "Event Skip System." For example, when Aya first gets out of the limousine, the option to "Watch/Skip Event" appears. If you select "Skip," you'll jump straight to the scene after the opera, where everyone is on fire. This was included up until the debugging stage, and I found it a very useful feature for checking data in battle scenes, but it was incomplete in some ways, so we ended up removing it.

--If we had that function, it would have been so much easier for us to create this book (laughs).

Maekawa: We also had the idea that if you hit a pursuing enemy, you could blow them away a little and put some distance between you... as a result, weapons with a high rate of fire would have an advantage. We also considered using parasite energy to show where treasure chests were, but we didn't have enough time and had to scrap this idea. I think that's true for any game, but I feel like if we had just one more week of development time, the game would have been completely different.

I hope you enjoy the twists and turns along the way to finding the best strategy.

---Is there anything that made an impression on you while working with overseas staff?

Maekawa: Tokita (the director) was in charge of the scenario and events, while I was in charge of the battles, and we each had staff working under us. The people working under me were eager to learn as much as they could, so it was easy to work with them. However, perhaps because the majority of them came from the film industry, there were surprisingly many people on the staff who had never played games. To those people, I had to start by conveying our enthusiasm, saying, "This is the kind of fun game we want to make," and I did feel a slight difference in our attitudes towards games.

———What do you want people to see in this game?

Maekawa: We'd be happy if players could get the most out of the system, and then we'd like each player to find the most efficient way to beat the game. I think the correct answer will be narrowed down quite a bit, but there are also parts of the game that are balanced with the assumption that players will be confused, such as the large number of weapon types, settings, and placement. I hope that players will enjoy the twists and turns until they find their best pattern.

If you can suck the system to its limits
It's our hope

AT
953/953 HP
P.E.

How to read this chapter

In this chapter, we will explain strategies for progressing through the game in the order that Aya's investigation progresses. With an emphasis on readability, each day from Day 1 to Day 6 is divided into 1) a "short story" written from Aya and Eve's perspective, 2) a two-dimensional map, and 3) a "short story" written from the perspective of Aya and Eve.

I have broken it down into three parts: 1) a "Walkthrough Guide" that explains the game's progress and the strategy route; 2) a "CG Map by Area" that explains the connections between the CG maps; and 3) a "CG Map by Area" that explains the connections between the CG maps. Please use each part according to your purpose to help you enjoy the game.

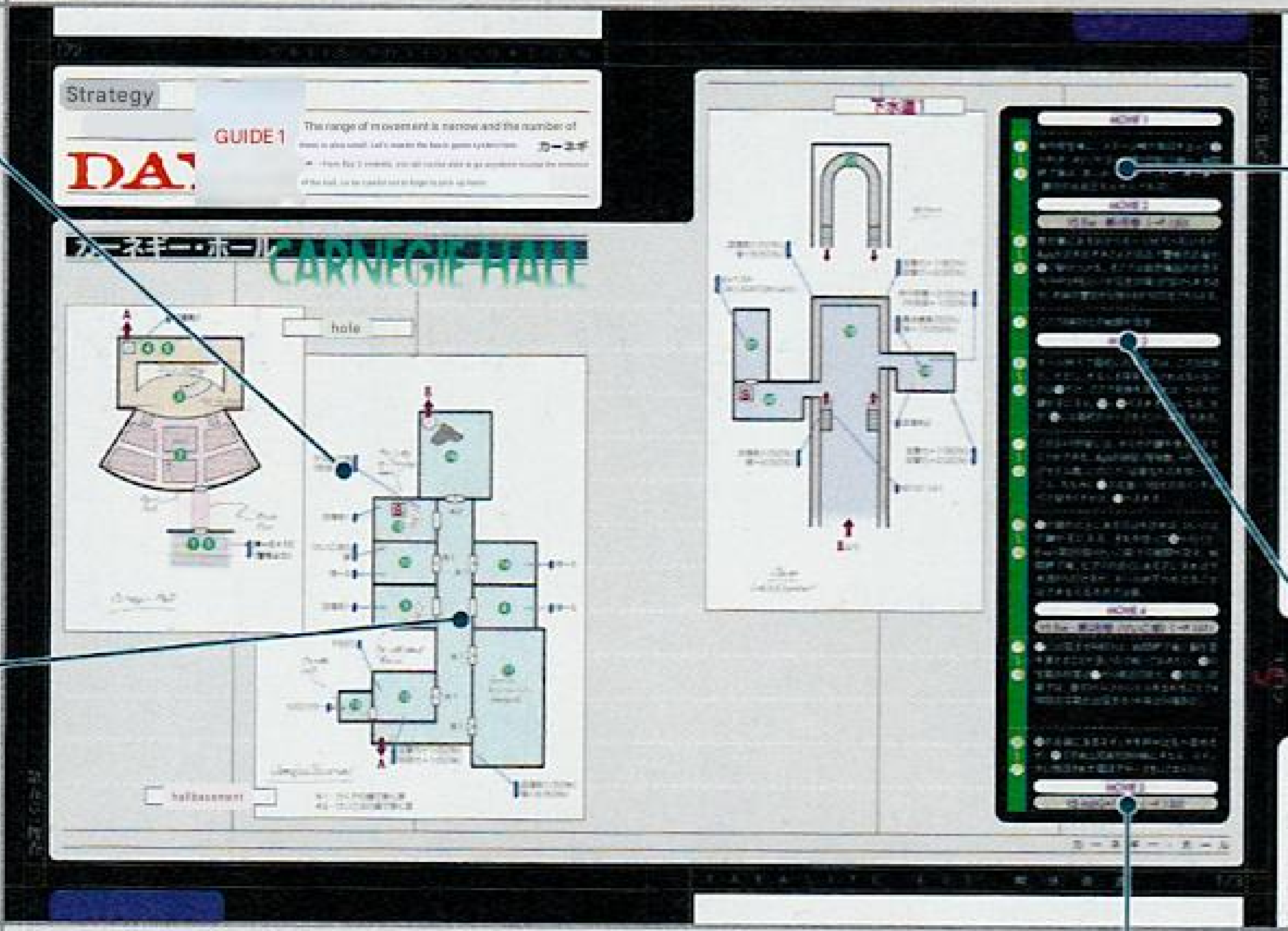
Strategy GUIDE

Available items

It not only lists what is in treasure chests or dropped on the ground, but also items that can be obtained from specific people and important items that can be obtained by defeating fixed enemies.

flat map

The field is mapped from a top-down perspective, with the locations of items and telephones (save points) also indicated. During the game, it can be difficult to see where items are available due to the perspective, but by using this map you should be able to easily understand their relative locations. The symbols on the map have the following meanings:



Explanatory text

This explains what you should do during actual gameplay. The numbers, such as "①" to the left of the sentences, correspond to the items on the map, and if you act in this order, you will be able to collect all the items efficiently and clear the game.

The number of the movie to be inserted

For details on the movies corresponding to the numbers, see page 322.

fixed enemy

The name of the enemy that appears at that location. For specific ways to defeat it, please refer to the page in parentheses.

About symbols in the map

❶~	This is the recommended order for playing the game. It corresponds to the numbers in the explanatory text.
Recovery agent 1 (50%) Bullet +6 (50%)	In this game, there are many treasure chests whose contents change with a certain probability. In such cases, the "probability that the contents will be that item" is written to the right of the item name, as in the example on the left.
➡ A	They come in pairs, indicating that the location is connected to another location with the same symbol.
S	This is where the phone is located. You can save your progress here.
Q	This is the location of the quiz machine that appears in the museum on Day 5.
	Doors that can only be opened using items or meeting special conditions. If there is no annotation, they cannot be opened or closed.

How to break down each Day in this chapter

Day

short story

A short story written from the perspectives of both Aya and Eve. We hope it will help broaden your imagination for the scenario.

Strategy GUIDE

The guidebook staff have created a strategy route, which is presented with a planar map and explanatory text. This should be useful for progressing through the game.

CG map by area

This shows how the maps are connected on the actual game screen. When viewed together with the flat map in the walkthrough guide, the locations of passages and items become easier to understand.

CG map by area

Movement range per day

A list of maps that can be moved within that area for each day. The symbols in the table mean the following:

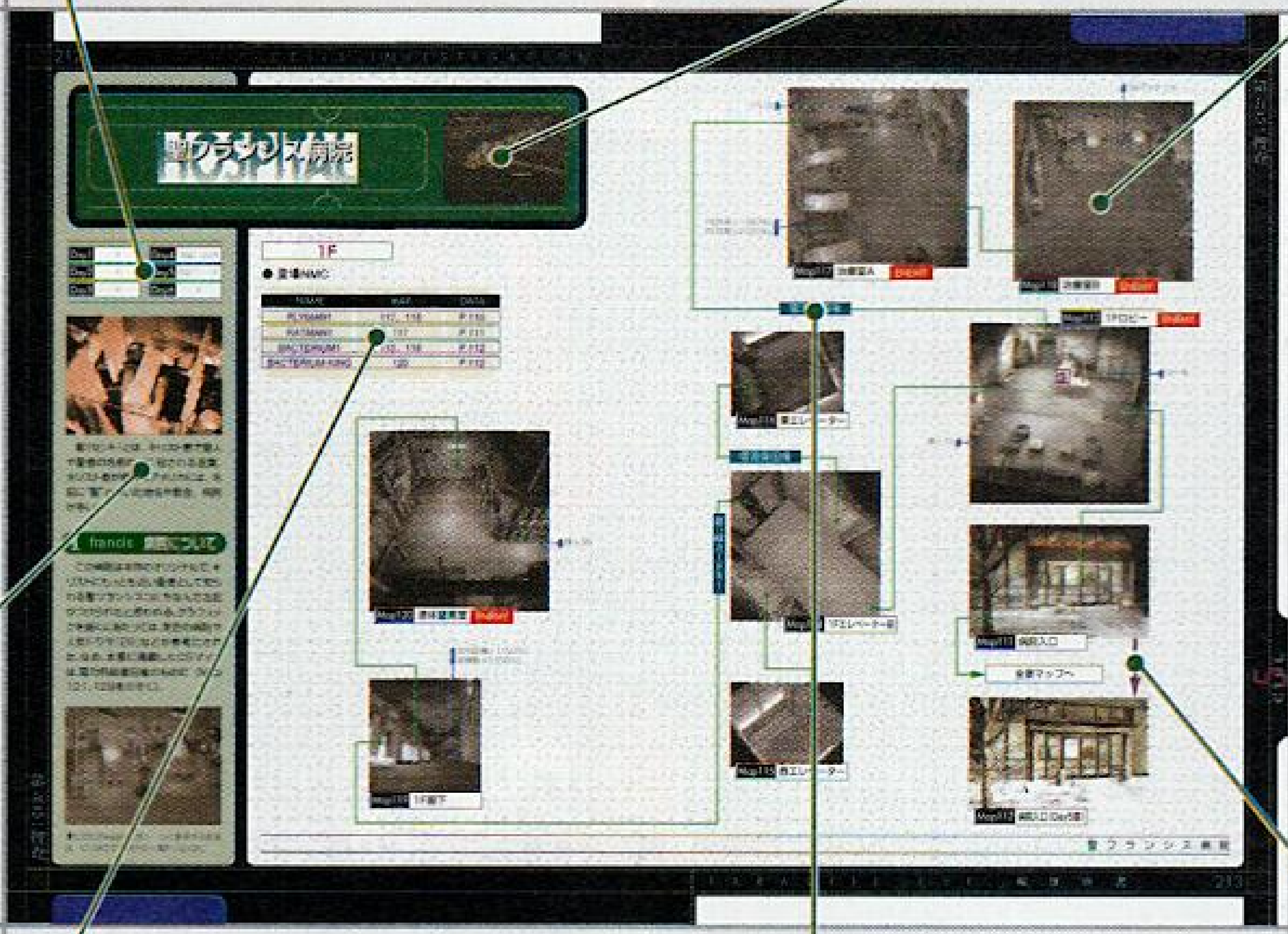
○··············ਤ You can go to all maps. Map No.:
You can only go to the map with that number. You cannot
×············· come to this area on that day.

panoramic map

You can see where that area is located on Manhattan Island. However, this is only the location on the panoramic map that appears in the game, and may differ slightly from the actual location.

CG map

The CG is the same as that used on the actual game screen. Connections between maps are indicated by lines, with the ends of the lines roughly indicating screen switching points in the game (arrows indicate one-way). Also, if "ENEMY" is written next to the map name, it indicates that there is a possibility of encountering an enemy. The meanings of other symbols are the same as those used on the planar maps in the "Strategy Guide."



Explanatory text

Most of the locations in this game are modeled after famous landmarks on Manhattan Island. In this section, we'll explain the locations they were modeled after and how they've been adapted for the game.

Appearance NMC

A list of enemies encountered in that area. The name, map number where the enemy appears, and the page where data and strategies for defeating the enemy are listed are summarized in a table.

Conditions necessary for movement

If you see text like this between the lines connecting CG maps, it means that you cannot move unless you meet the conditions written there.

Map changes

When a map changes due to some kind of event, an arrow like this will connect the map before and after the change. The conditions under which the map changes are listed in parentheses after the map name.

December 24, 1997

DAY 1

Aya

She was satisfied with the outcome. The way her power had worked through Melissa's body, beyond her expectations, made her feel incredibly elated and intoxicated. Her premonition of victory had turned into certainty. How defenseless and vulnerable those controlled by the Core were! In all her billion years of memories, she had never felt such excitement. Every cell in her being trembled with joy,-and she savored the afterglow of the Crimson Feast to her heart's content.

The unexpectedly strong ego and wariness of her host, Melissa Pierce, melted away like light snow on that Christmas Eve night in the excitement of playing the lead role at a sold-out Carnegie Hall. At that moment, the master-servant relationship between the cell nucleus and Eve and the other mitochondria was completely reversed. At the height of her bliss, Melissa Pierce's consciousness—that is, the neural network in her brain—was dismantled as if unraveling a knitting net, erasing every last memory. Now Melissa was nothing more than a mass of cells inhabited by Eve. She was none other than Eve. Her symbiosis with the nucleus was over. The time had come to end the honeymoon that had tacitly begun with humanity.

The audience, set on fire by her power and consumed from the inside out, will be an effective declaration of war against humanity, who have become complacent, believing in their eternal dominance. Her allies once led a rebellion on a small island nation on the other side of the world, but a lack of imagination and carelessness led to their own destruction, resulting in an impossible defeat. But Eve will never make the same mistake. It was all calculated.

And that night, Eve recognized someone very close to her. Her sister - or rather,-her alter ego, a human possessing mitochondria that had begun to awaken. However, this was not something that Eve found problematic. If she truly awakened and stood on the side of the mitochondria, Eve's battle would be more advantageous. It was a holy war for the mitochondria to eradicate the old human race that had given itself over to the foolish cell nuclei...

EVE'S DAY 1

AYA'S DAY 1

Who am I?... No, I'm not. That's not the question I'm thinking about right now.

Am I human?

On this Christmas Eve, an unprecedented tragedy struck Carnegie Hall. Paranormal spontaneous human combustion occurred—high-temperature flames capable of instantly consuming any living being erupted from within the bodies of performers and audience members alike during an opera performance. Carnegie Hall resembled a gigantic microwave oven, raging with invisible energy. People suddenly burst into flames and burst into flames, as if their very cells were being shaken at insane speeds.

Only two people remained unaffected: Melissa Pierce, the lead actress who caused the phenomenon, and myself, the person opposite her.

Melissa was transformed—or more accurately, taken over—by a strange life form calling herself Eve. She went from being an up-and-coming opera singer with dreams of success on stage to a sworn enemy of humanity, loudly proclaiming the liberation of mitochondria, the organelles within our cells.

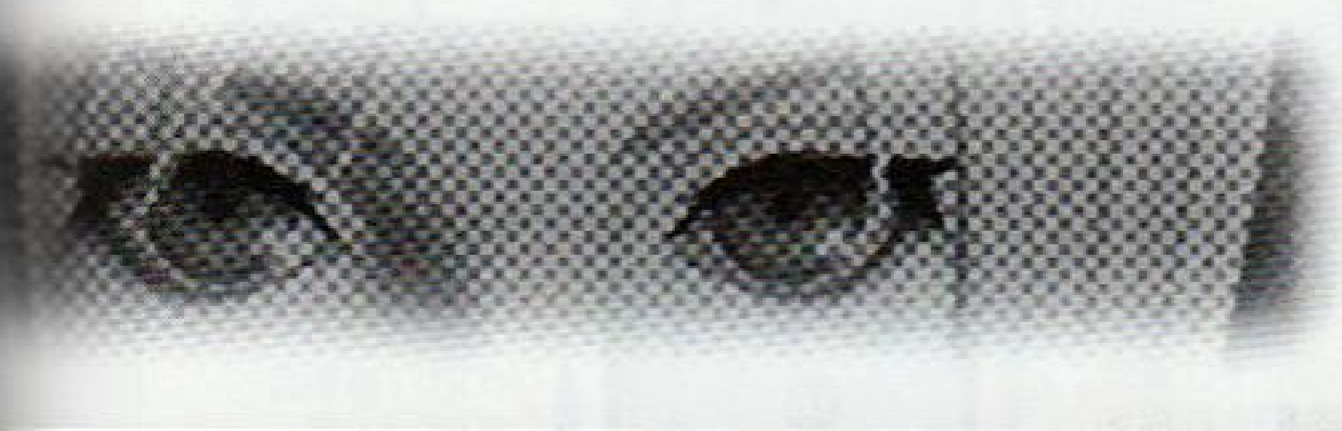
So then, what am I? Am I not also a "non-human" like her, since I was able to stand up to Eve without being set on fire like the others?

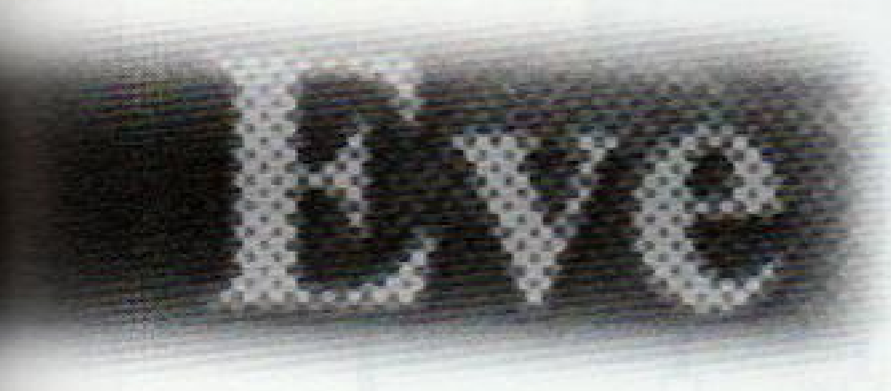
Eve said that I too must be beginning to awaken, and that the more I use my power, the closer I get to her...

Something resonates within my body. A hot, burning power surges forth. Could the countless cries that shake my cells be the mitochondria waiting to awaken?

As if in response, a pale, weathered memory flashes back. The vision of a young girl flashes across my field of vision. Who is that...? What has become of me?

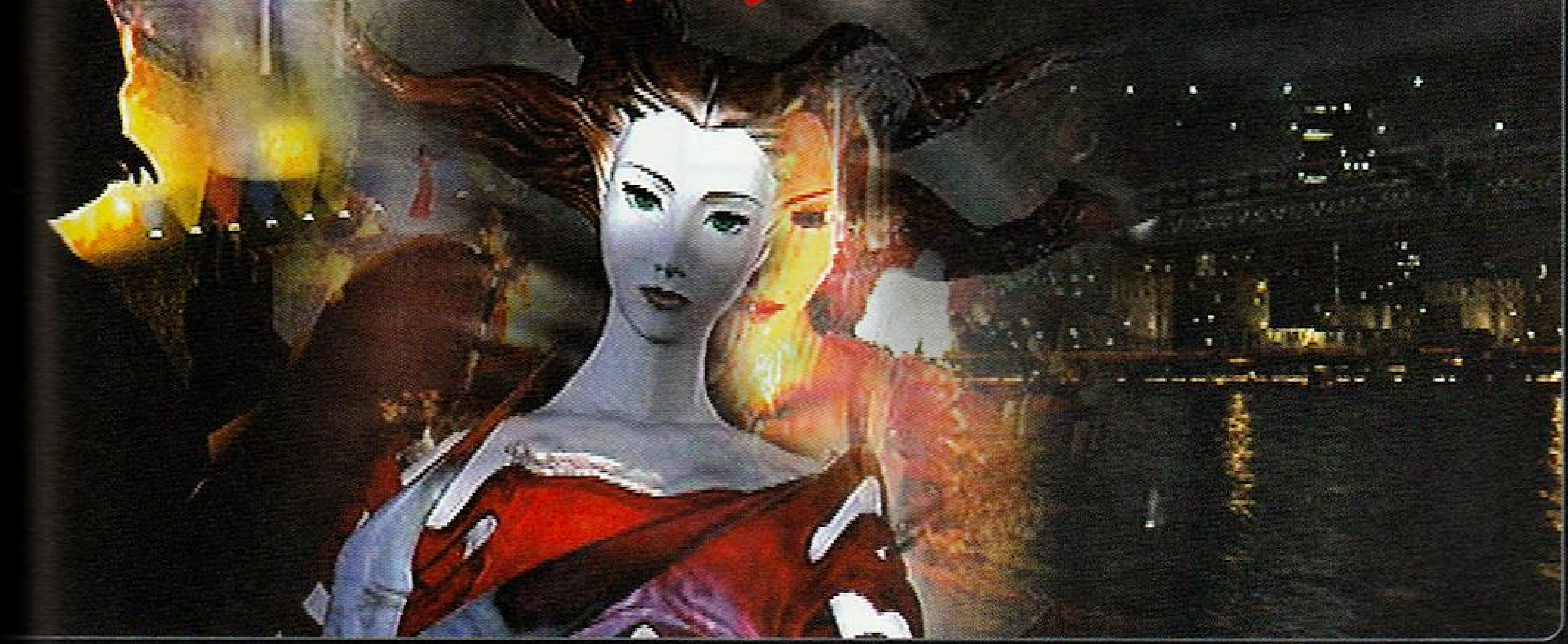
I'm Aya Brea. I'm...





Resonance

~Resonance~

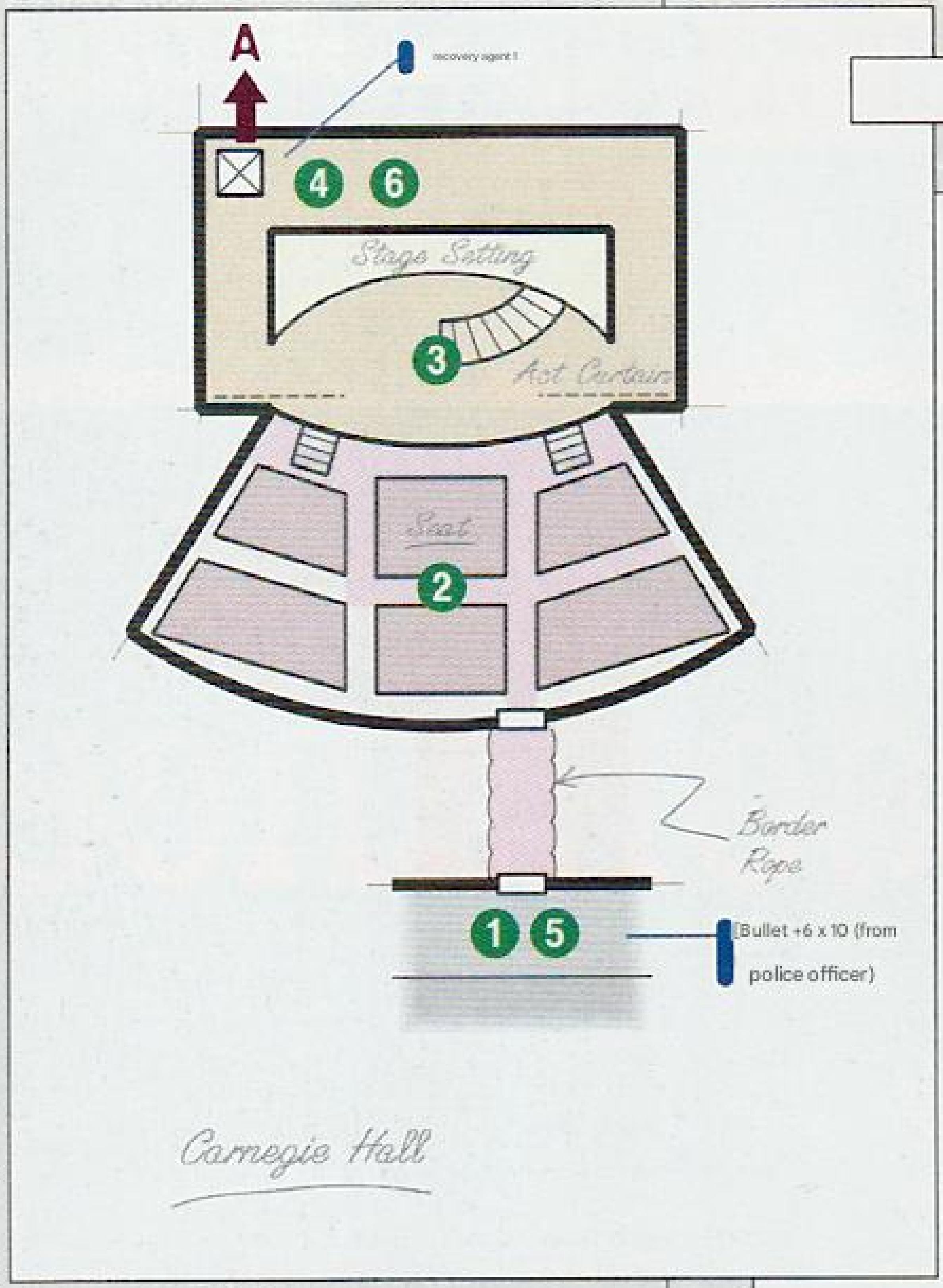


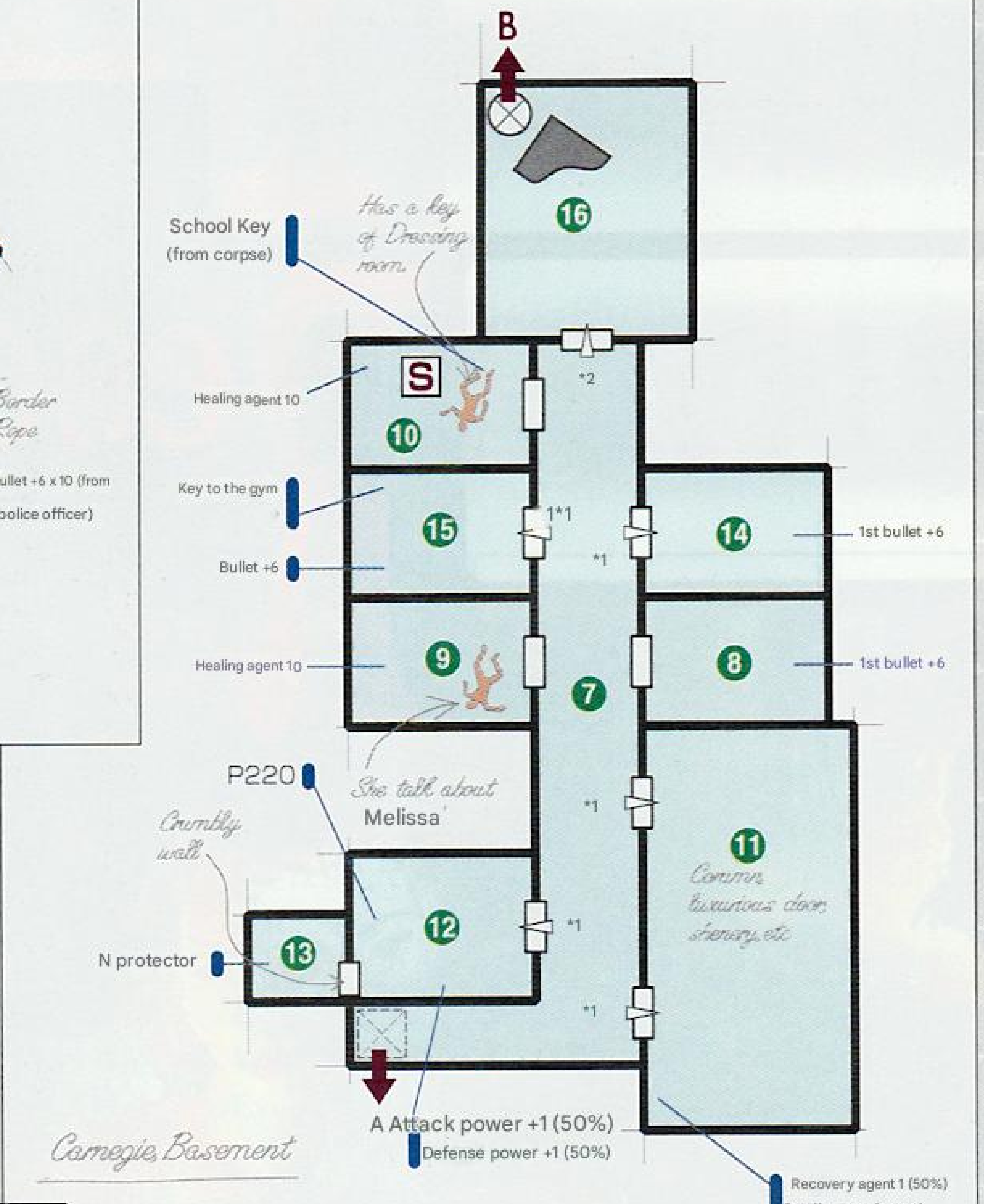
Strategy GUIDE DAY 1

Your range of movement is limited and the number of battles is low. This is the time to master the basic game system. After Day 2, you will be unable to go anywhere except the entrance to Carnegie Hall, so be careful not to forget to pick up any items.

Carnegie Hall

hole

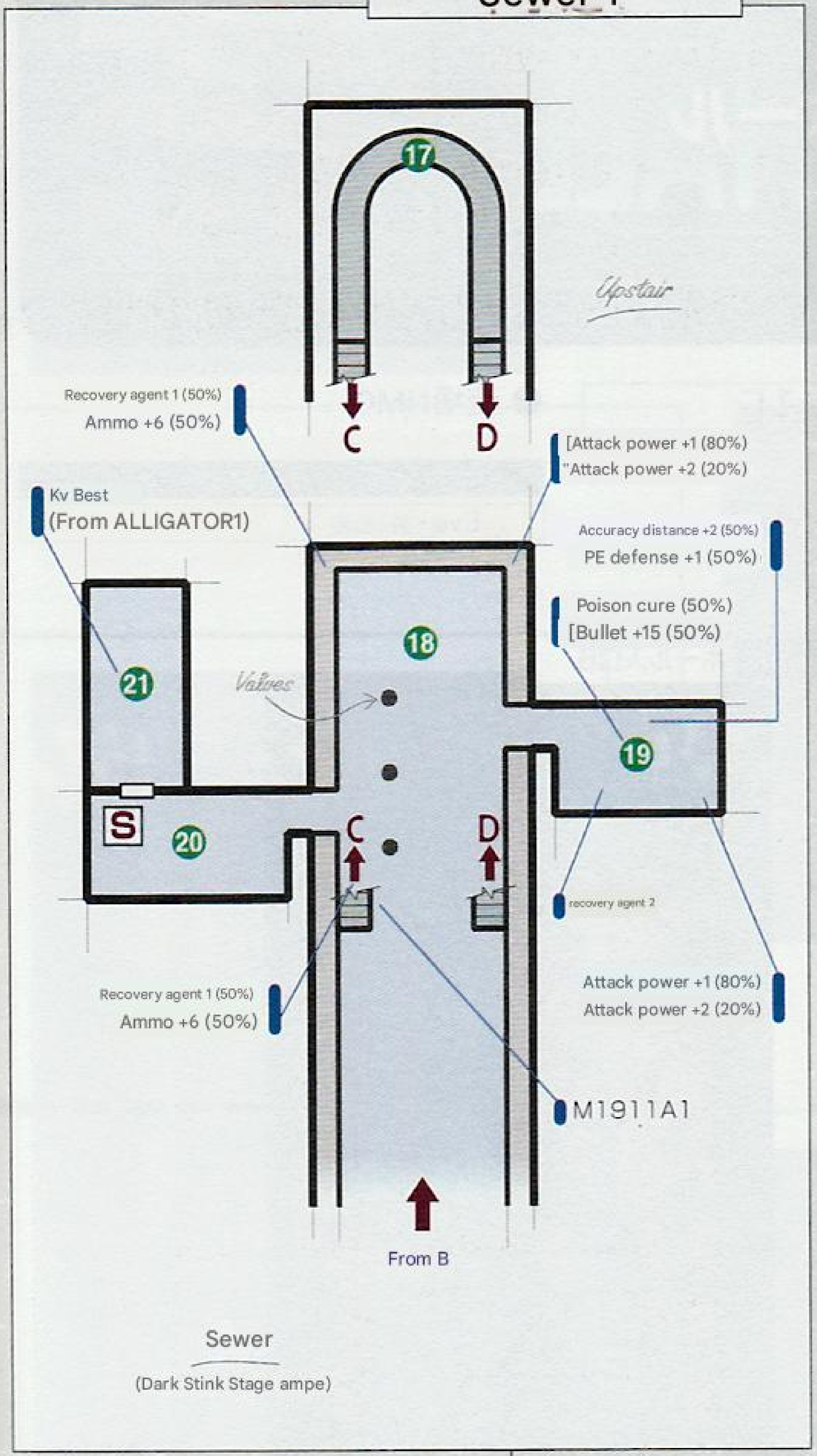

A
recovery agent 1
4
6
Stage Setting
3
Act Curtain
Seat
2
Border Rope
1
5
Bullet +6 x 10 (from police officer)
Carnegie Hall


B
16
School Key (from corpse)
Has a key of Dressing room
S
Healing agent 10
10
*2
Key to the gym
15
*1
Bullet +6
14
1st bullet +6
Healing agent 10
9
7
8
1st bullet +6
P220
She talk about Melissa
Crumbly wall
*1
11
Comm. luxurious door, scenery, etc
N protector
13
12
*1
*1
A Attack power +1 (50%)
Defense power +1 (50%)
Recovery agent 1 (50%)
[Bullet +6 (50%)
Carnegie Basement

hall basement

※1···Door that opens with the school key
※2···Door that opens with the school key

Sewer 1


⑰
Upstair
C
D
Recovery agent 1 (50%)
Ammo +6 (50%)
[Attack power +1 (80%)
"Attack power +2 (20%)
Kv Best
(From ALLIGATOR1)
Accuracy distance +2 (50%)
PE defense +1 (50%)
Poison cure (50%)
[Bullet +15 (50%)
⑱
㉑
Valves
⑲
S
⑳
C
D
recovery agent 2
Recovery agent 1 (50%)
Ammo +6 (50%)
Attack power +1 (80%)
Attack power +2 (20%)
M1911A1
From B
Sewer
(Dark Stink Stage ampe)

MOVIE 1

①〜③ After the incident, go up the stairs next to the stage to ● and fight Melissa (Eve, 1st Form). After the battle, go backstage through the red curtain (either the left or right side of the stage is OK).

MOVIE 2

VS Eve • 1st form (→P.150)

④〜⑥ A hole behind the stage leads to the basement of the hall, where As soon as Aya looks into the hole, police reinforcements will arrive at point ⑤. There, you will find first aid from paramedics. you can receive a full recovery of your HP and PE bar, as well as +6 bullets up to 10 times from the police officer on the far right.

⑦ Here a battle with RAT1 occurs.

MOVIE 3

⑧〜⑩ These are the first three rooms you can enter in the basement of the hall. However, you must explore only room ①. If you examine the corpse here, you will get the Gakuya Key, which will allow you to enter rooms ① through ⑤. Also, the first save point (phone) is located in room ●.

⑪〜⑭ You can enter this 3+1 room using the Gakuya Key. Depending on Aya's condition (remaining ammo, HP, number of items), pick up what you need. By the way, if you examine the back left of ② (near the armor) and destroy the wall, you can enter ●.

If you read the diary on the dresser in 15 (15), you'll get the key to Rehearsal Room 5. Use it to enter 16, where you'll be pitted against Eve's second form (Rehearsal Room). After the battle, you can enter Sewer 1 by entering the hole near the piano, but be careful, as you won't be able to return to the hall basement.

MOVIE 4

VS Eve, 2nd Form (Training Room) (→P.151)

⑰〜⑲ RAT2, which appears in ①, often drops a resuscitation potion after the battle, so it's worth fighting. You can check the location of the treasure chest in ● from ●. In the hidden room in ●, turn the valve handle at the back to make the fourth treasure chest appear (containing Recovery Potion 2).

⑳〜㉑ ⑳ You can proceed by pressing the switch on the left side of the screen, but it's a good idea to save your game on the phone attached to the Switch in preparation for the Alligator 1 battle at ●.

MOVIE 5

VS ALLIGATOR1 (→P.130)

CARNEGIE HALL

carnegie hall-

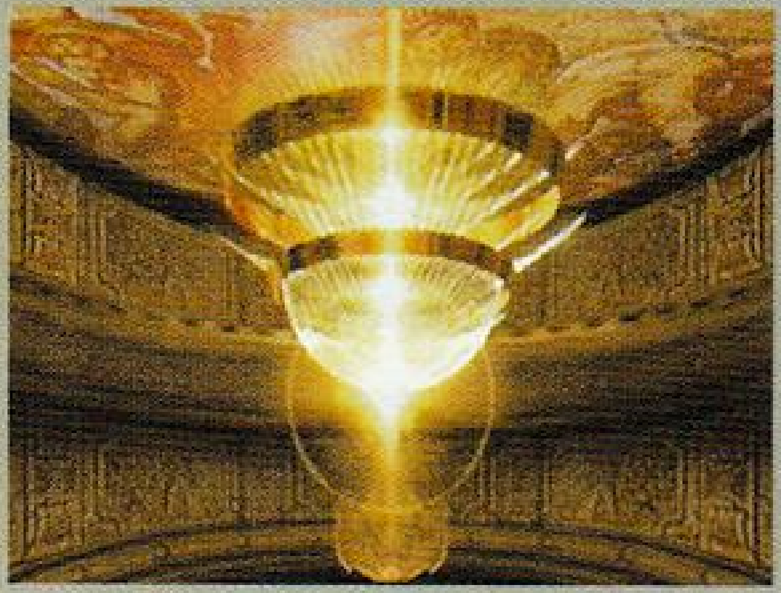
Carnegie Hall

Day1	○	**Day4**	Map1
Day2	Map1	**Day5**	Map1
Day3	Map1	**Day6**	×

The hall was built with funding from Andrew Carnegie, the legendary steel magnate. Its opening performance in 1891 featured pieces such as "New World" pieces, conducted by Tchaikovsky. Renowned for its excellent acoustics, the hall is frequently used for regular performances by orchestras such as the Boston Symphony Orchestra, as well as for recitals by pop artists.

Carnegie Hall during the game

The exterior and interior of the hall have been faithfully reproduced, but the seating arrangement and lobby structure have been adjusted to allow for smoother gameplay.



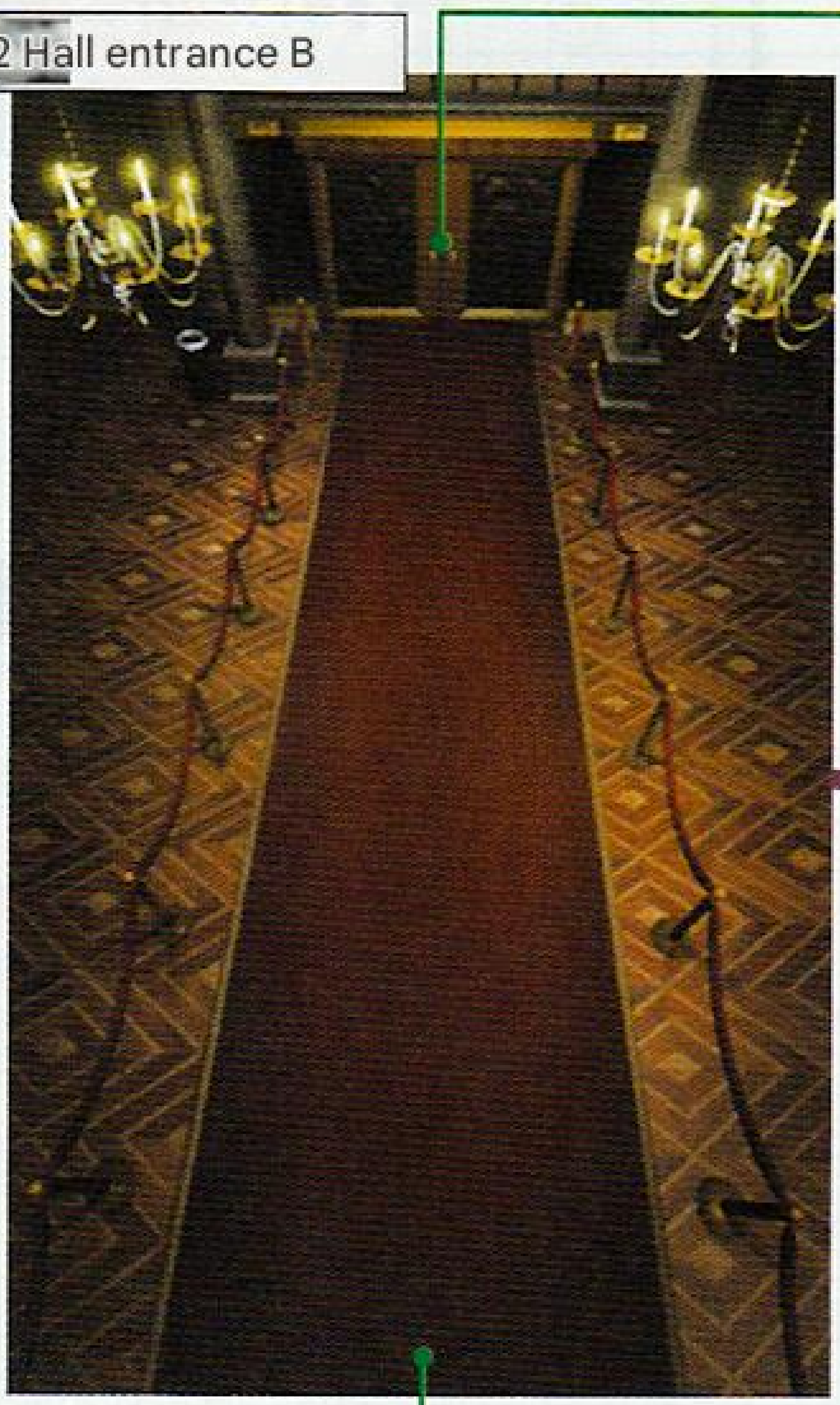
◆The chandelier in the main hall also appears to have been arranged to be more luxurious than the real thing.

1F

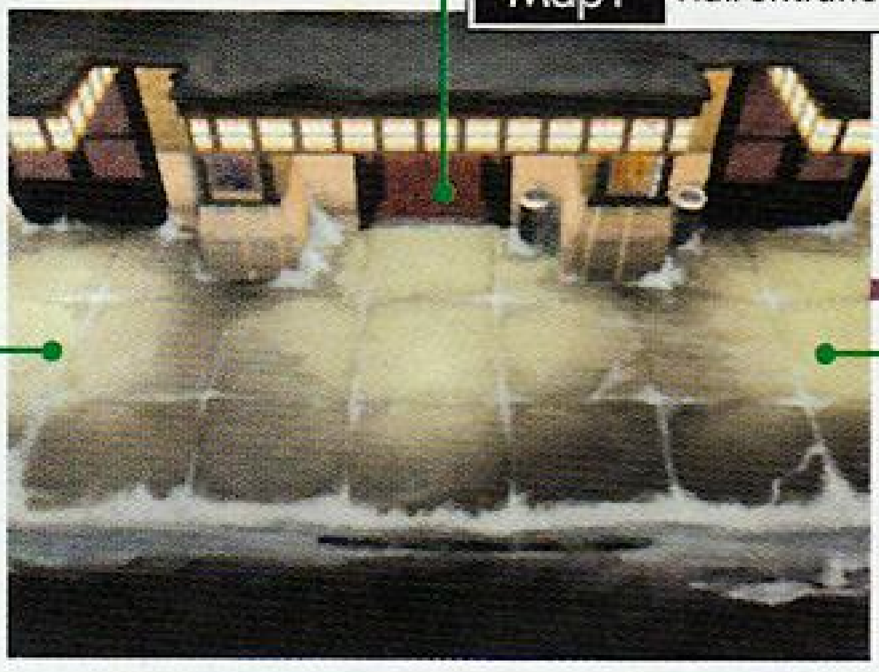
● Appearance NMC

NAME	MAP	DATA
Eve・1st form	6	P.150

Map2 Hall entrance B

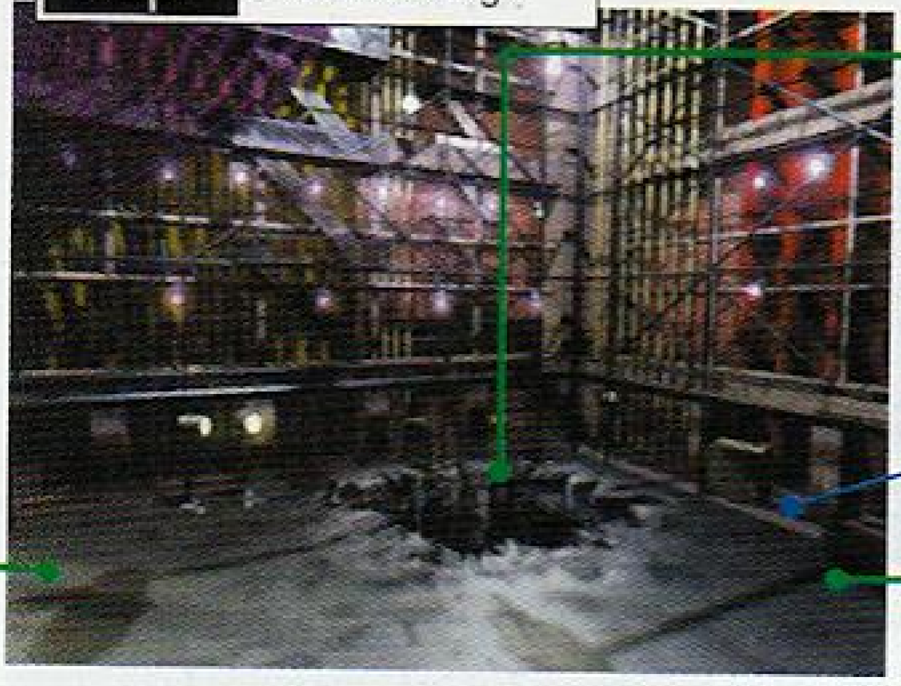


Map1 Hall entrance A



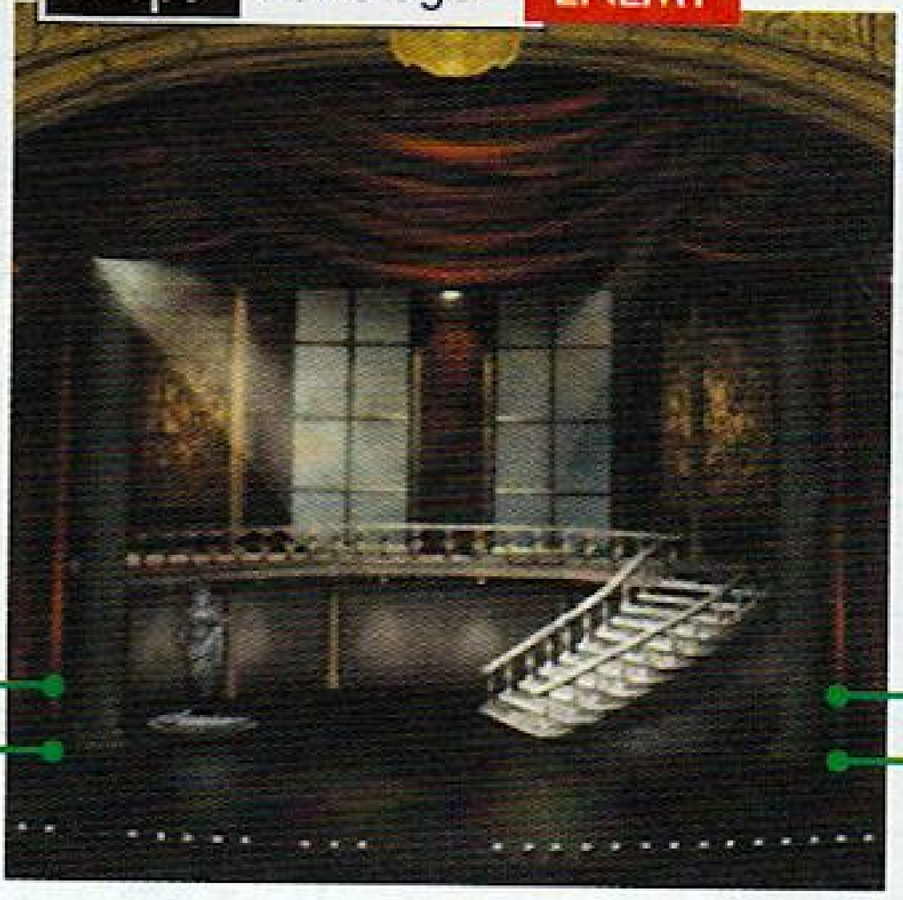
Panoramic view map (Day 2 onwards)

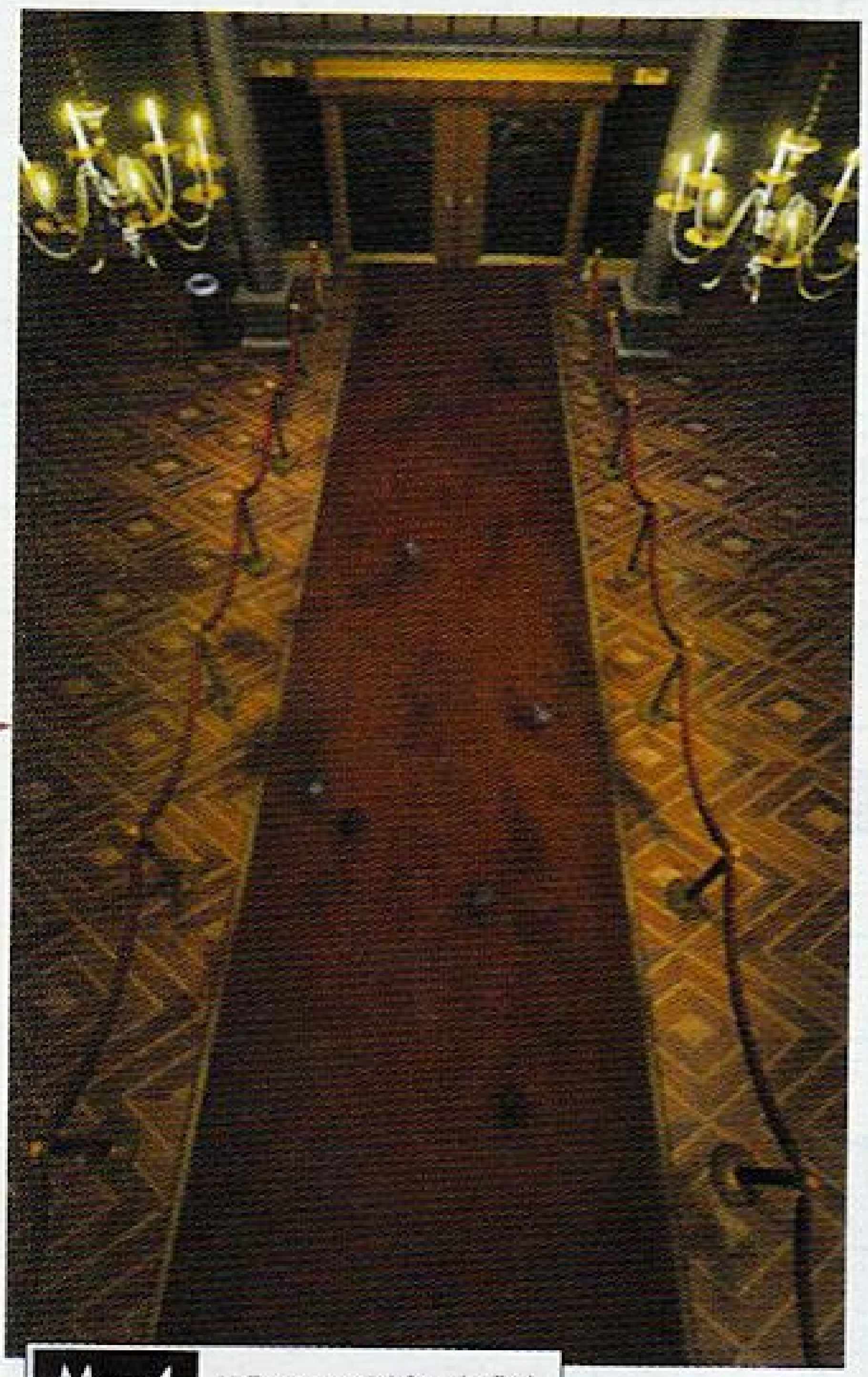
Map7 Hall backstage



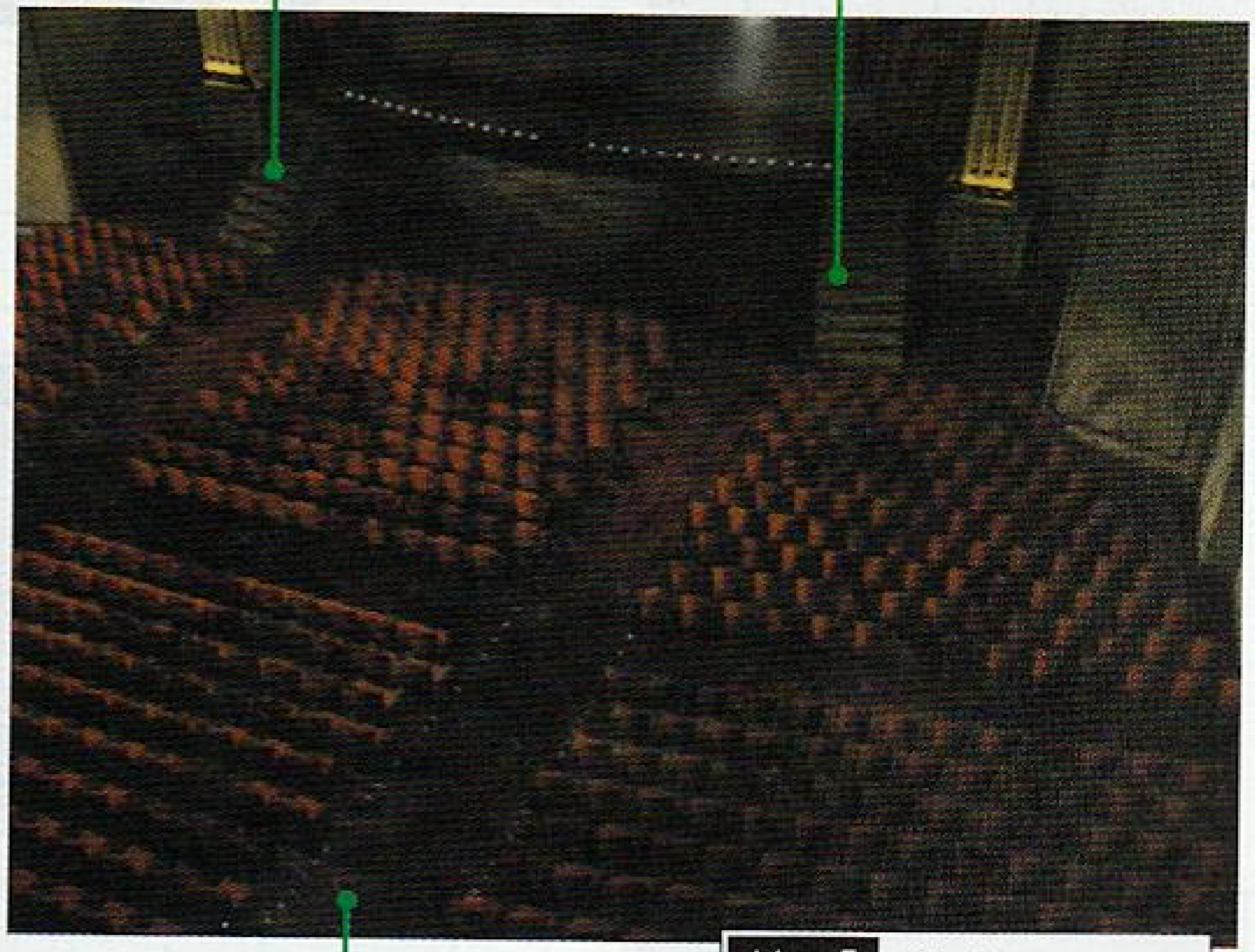
Map8 Go backstage to the bottom of the hall

Map6 hall stage **ENEMY**

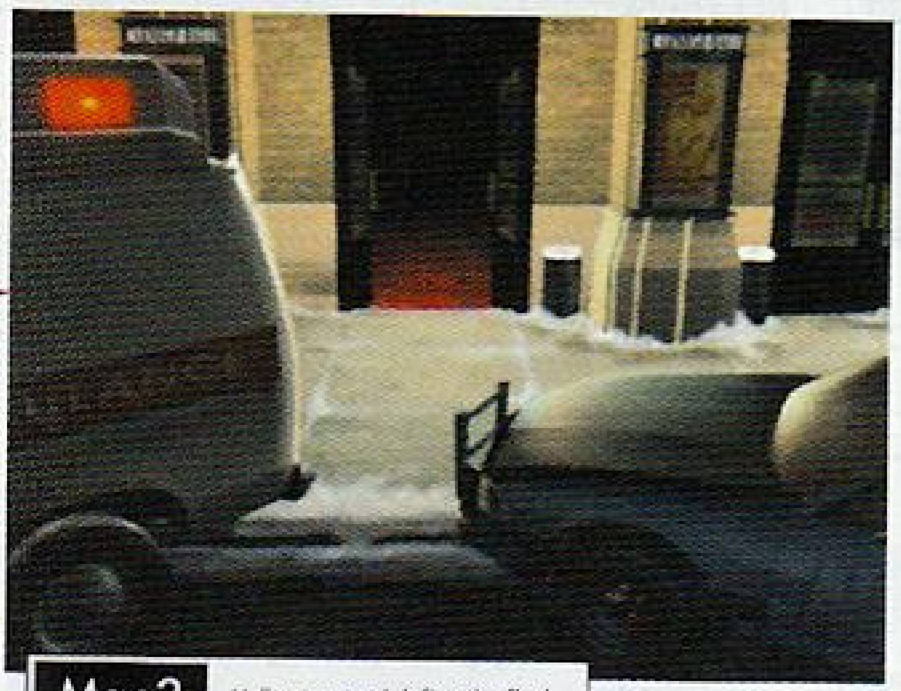




Map4 Hall entrance B (after the fire)



Map5 Hall audience seats



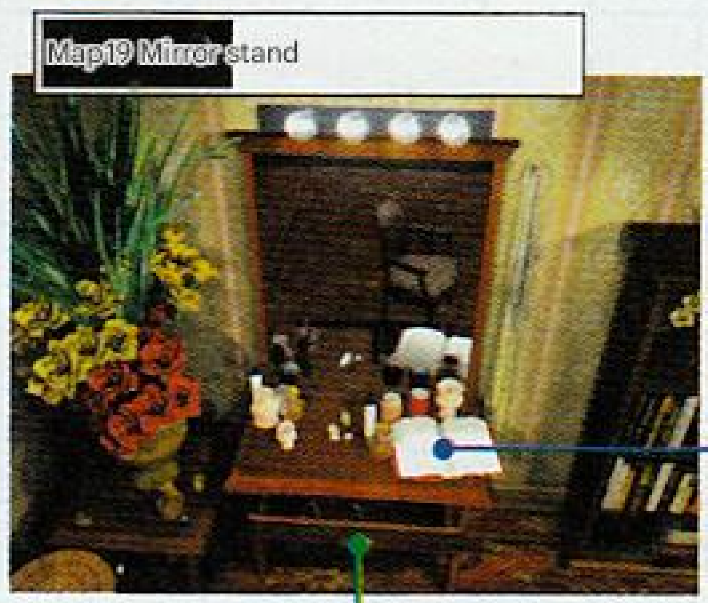
Map3 Hall entrance A (after the fire)

hall basement

● Appearance NMC

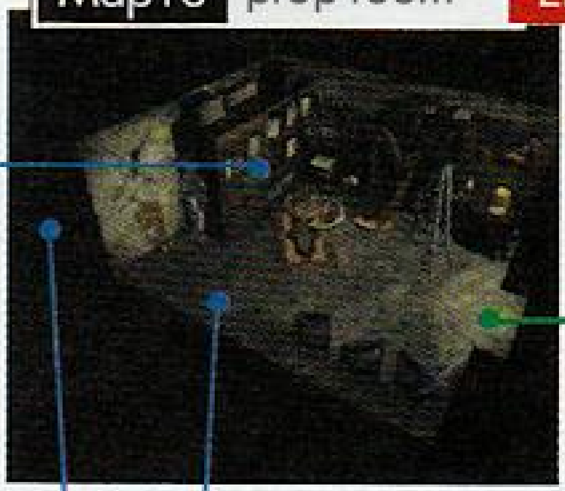
NAME	MAP	DATA
RAT1	10, 14, 16	P.92
PARROT1	14, 17	P.94
Eve 2nd Form (Practice Hall)	20	P.151

Map19 Mirror stand



Key to the gym

Map16 prop room **ENEMY**



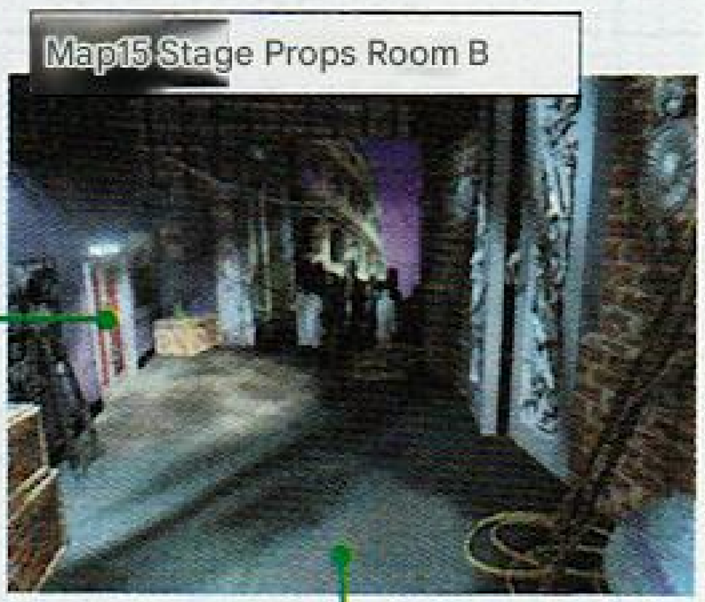
P220

N Protector (in the hidden room)

[Attack power +1 (50%)
Defense +1 (50%)

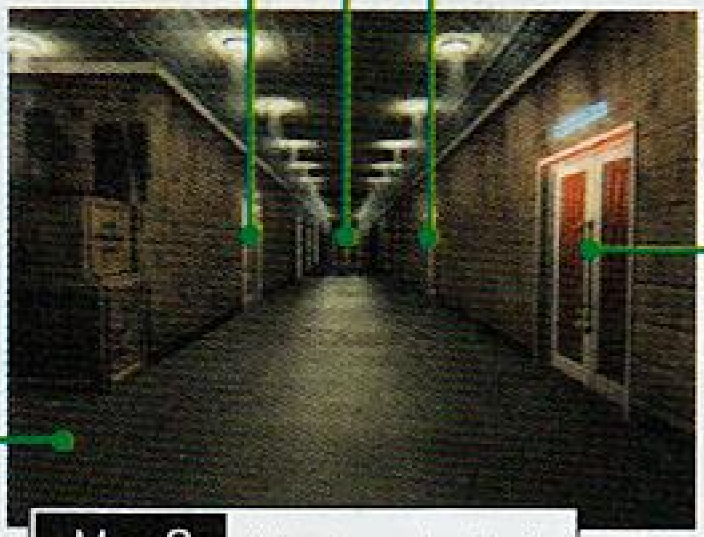
Key: School Key

Map15 Stage Props Room B



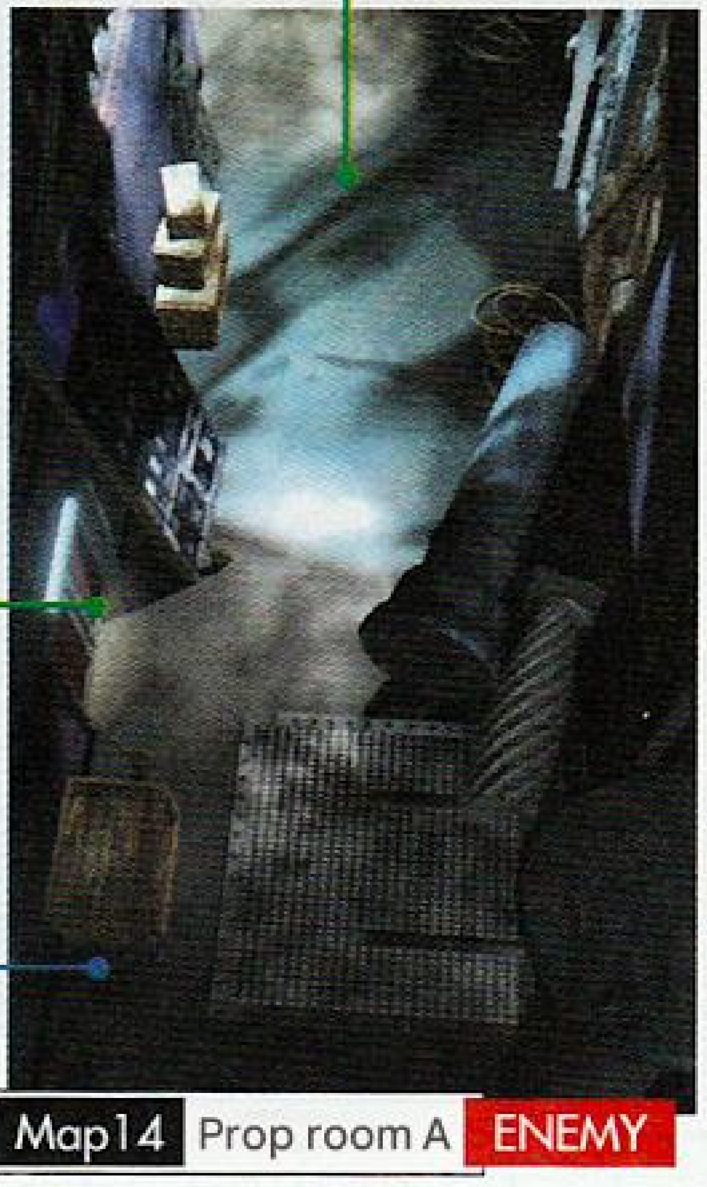
Key: School Key

Map8 Below the hall backstage



Map9 Hall underground corridor A

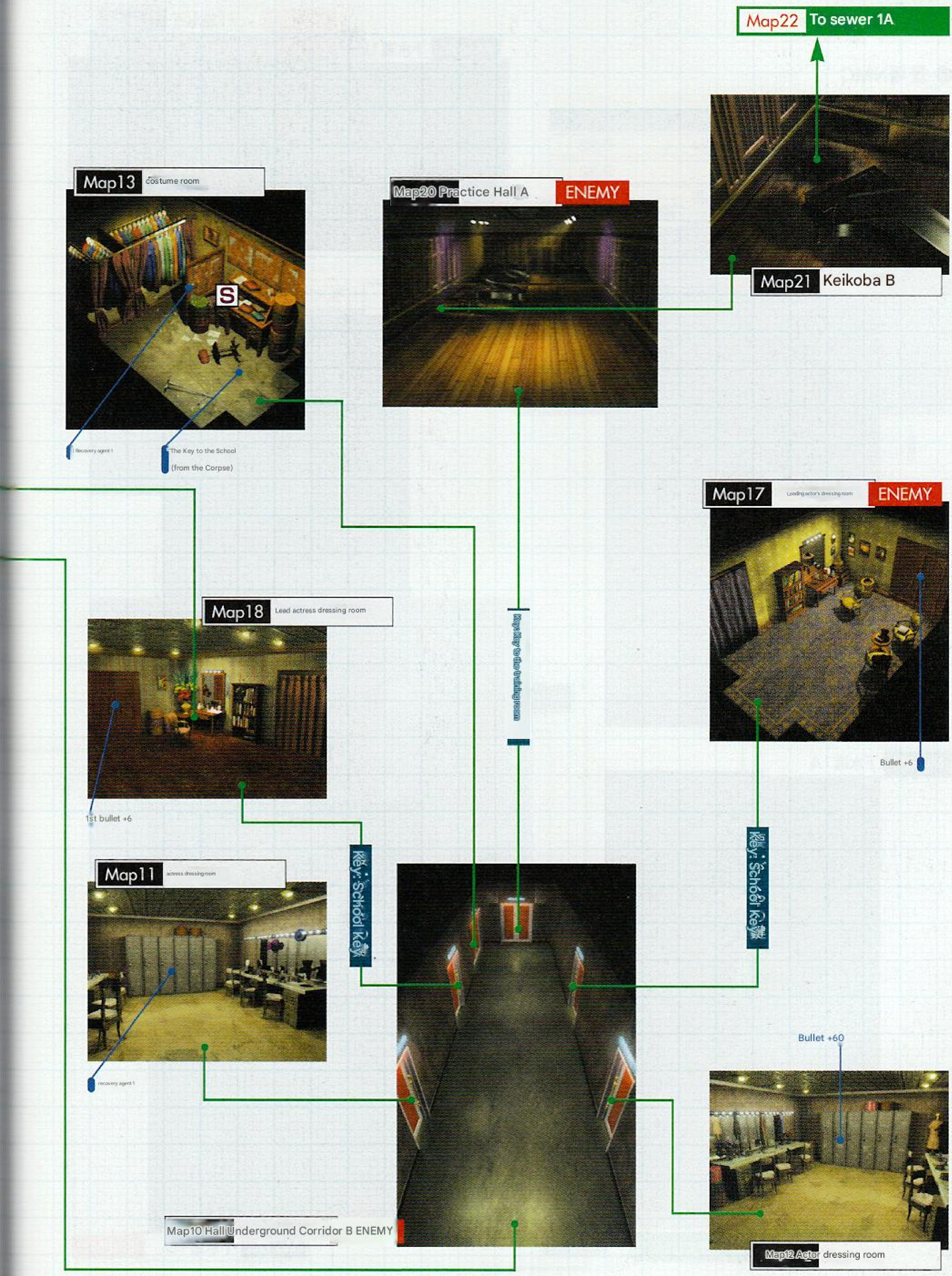
Key: TheSchool's Key



Recovery agent 1 (50%)
Ammo +6 (50%)

Map14 Prop room A **ENEMY**

Map7 Backstage of the hall


Map22 To sewer 1A
Map13 costume room
S
Recovery agent 1
The Key to the School (from the Corpse)
Map20 Practice Hall A
ENEMY
Map21 Keikoba B
Map17 Leading actor's dressing room
ENEMY
Bullet +6
Map18 Lead actress dressing room
1st bullet +6
Key: Key to the training room
Key: School Key
Key: School Key
Map11 actress dressing room
recovery agent 1
Bullet +60
Map10 Hall Underground Corridor B ENEMY
Map12 Actor dressing room

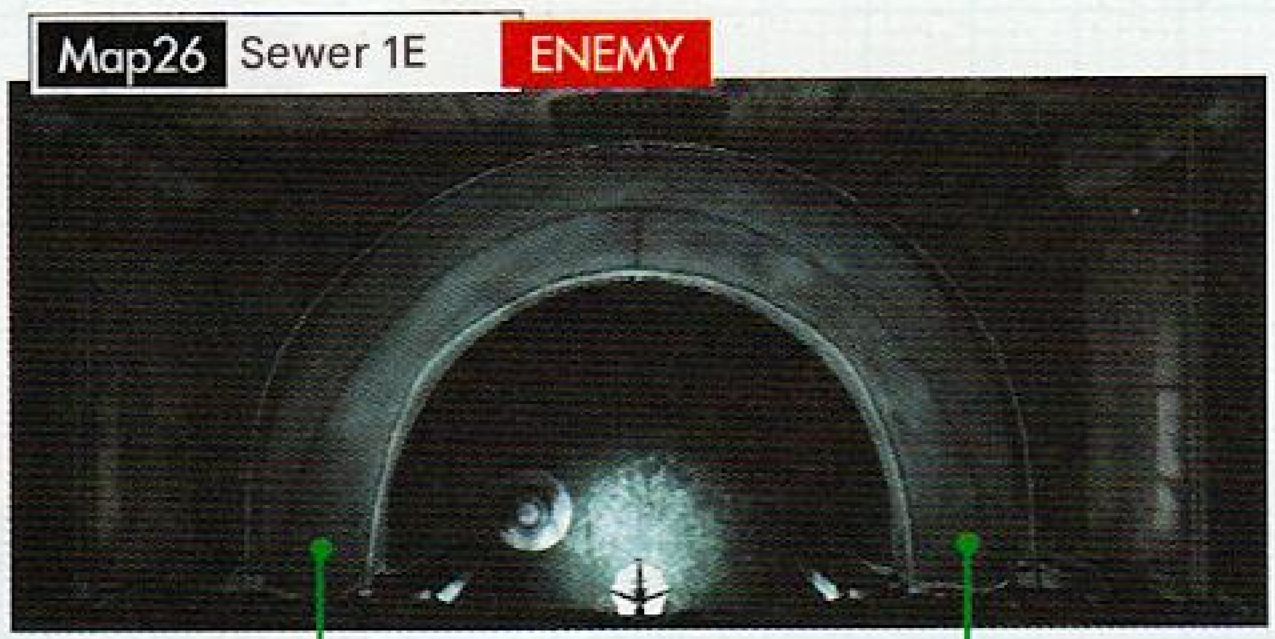
carnegie hall

Sewer 1

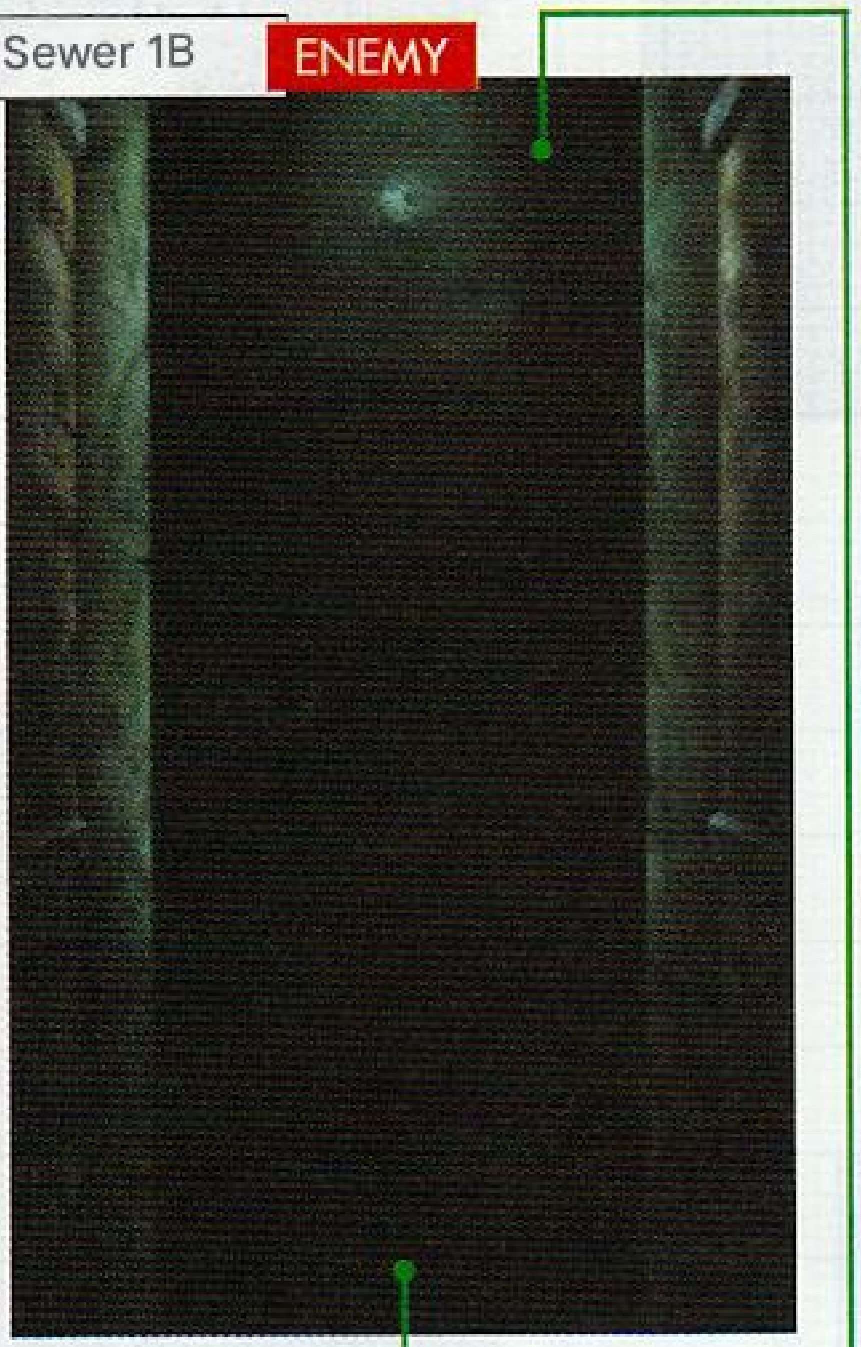
● Appearance NMC

NAME	MAP	DATA
RAT1	23, 24	P.92
RAT2	26	P.92
FROG1	24, 29	P.95
ALLIGATOR1	31	P.130

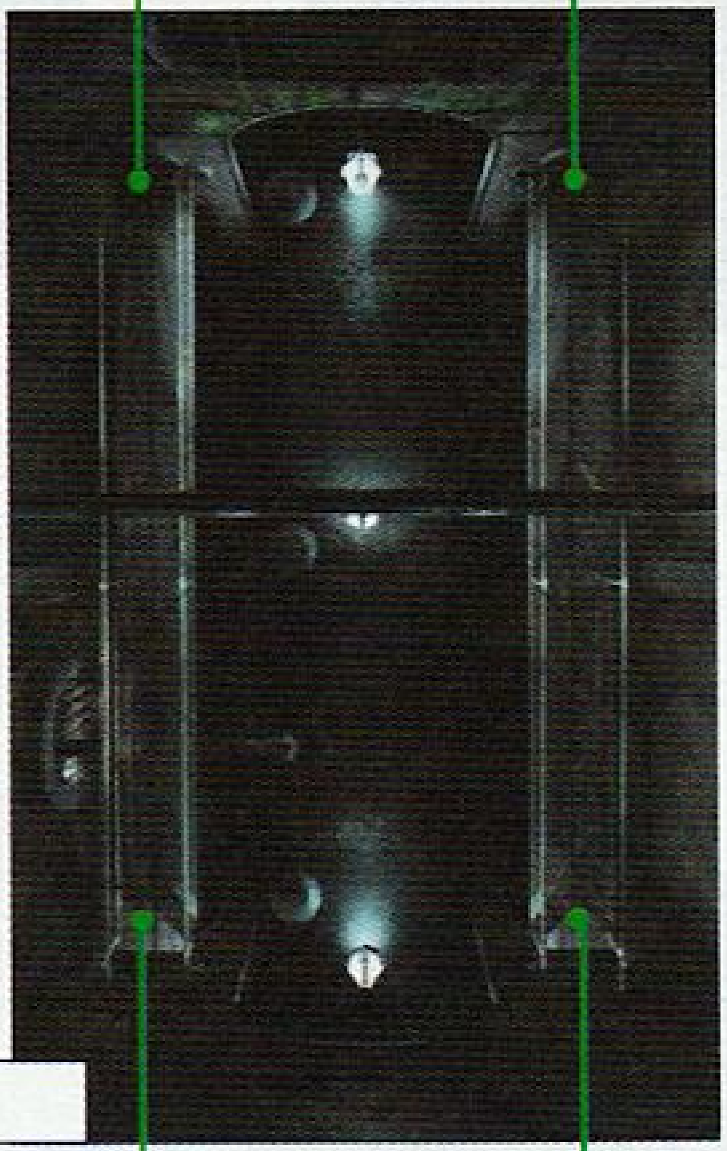
Map26 Sewer 1E **ENEMY**



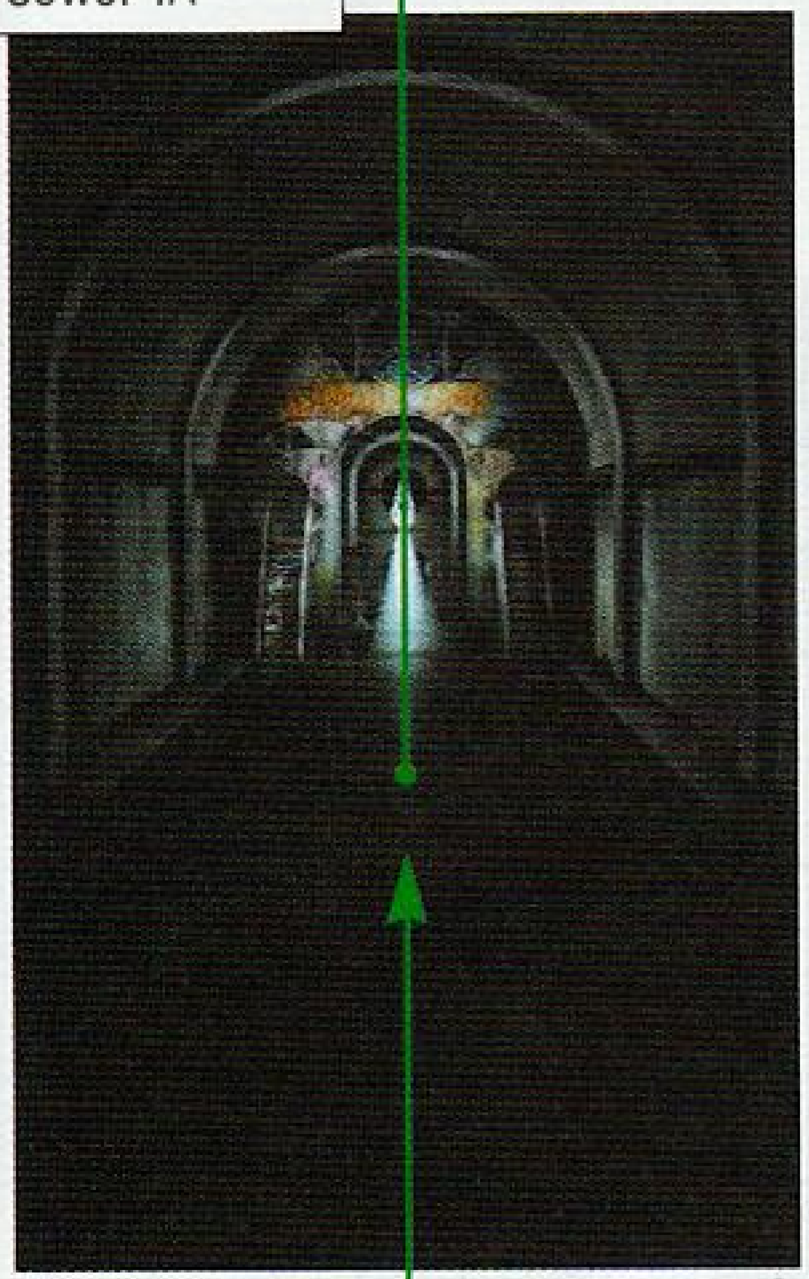
Map23 Sewer 1B **ENEMY**



Map25 Sewer 1D

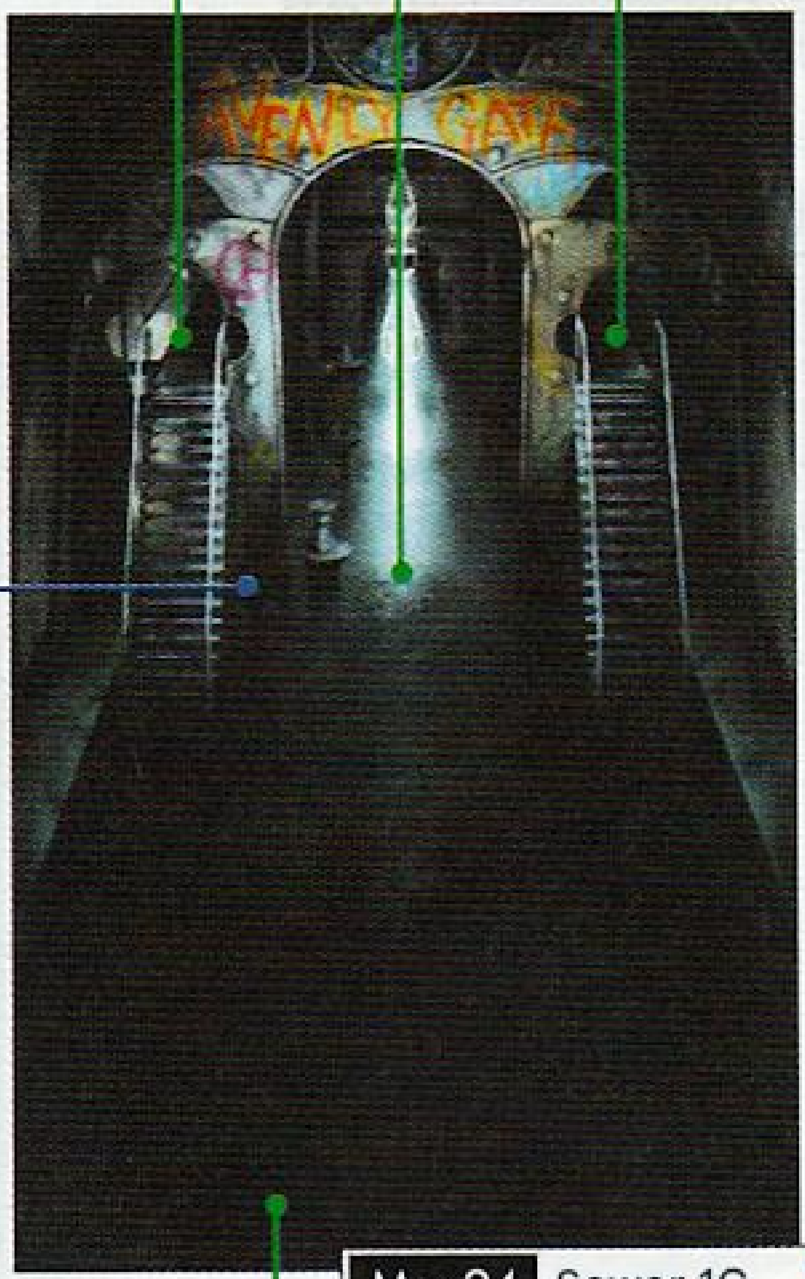


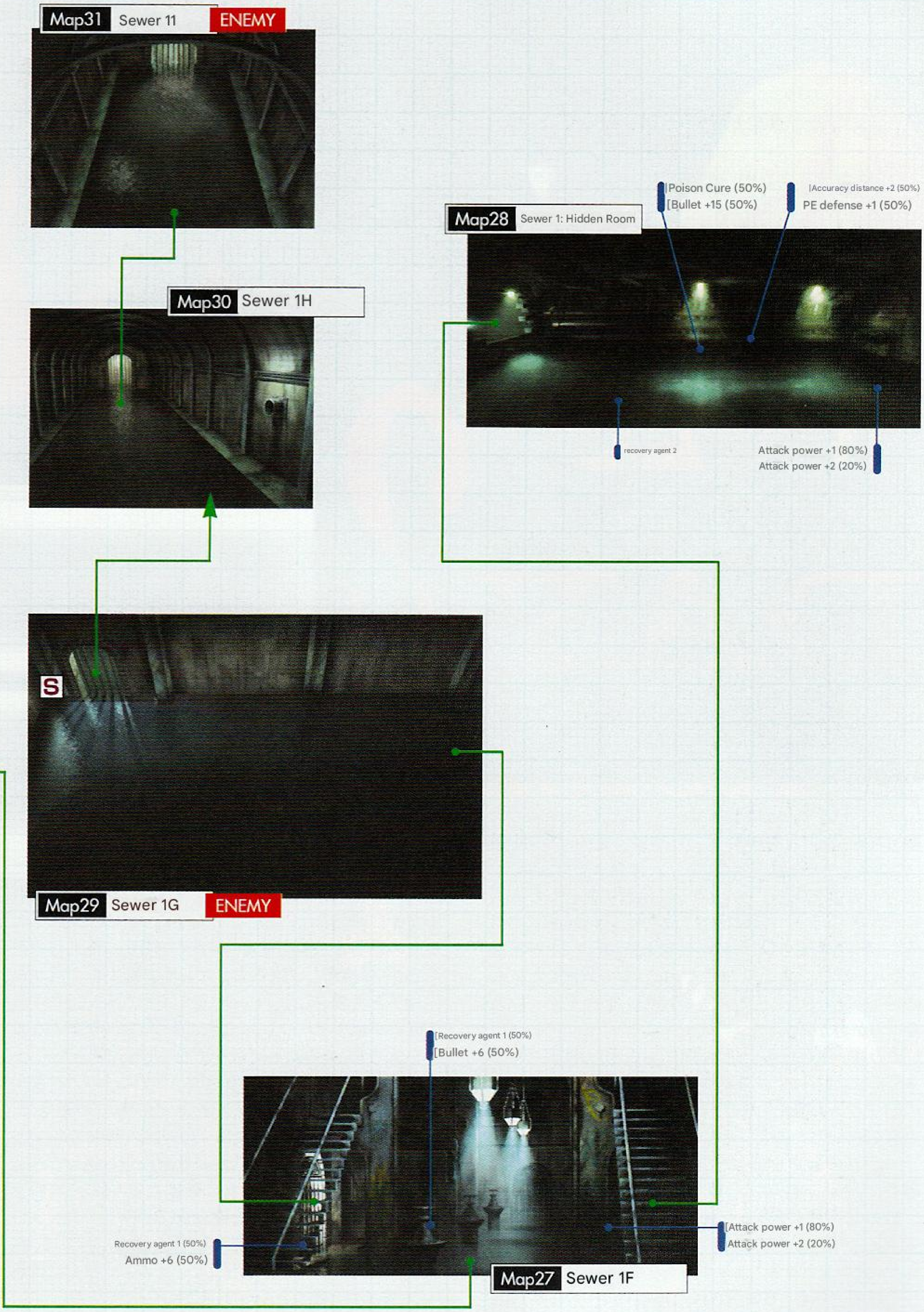
Map22 Sewer 1A



Map21 From Practice Room B

Map24 Sewer 1C **ENEMY**




Map31 Sewer 11 ENEMY
Map30 Sewer 1H
Map28 Sewer 1: Hidden Room
[Poison Cure (50%)
[Bullet +15 (50%)
[Accuracy distance +2 (50%)
PE defense +1 (50%)
recovery agent 2
Attack power +1 (80%)
Attack power +2 (20%)
S
Map29 Sewer 1G ENEMY
[Recovery agent 1 (50%)
[Bullet +6 (50%)
Recovery agent 1 (50%)
Ammo +6 (50%)
[Attack power +1 (80%)
Attack power +2 (20%)
Map27 Sewer 1F

carnegie hole

December 25, 1997

DAY 2

The Carnegie Hall massacre was also Eve's first experiment. It confirmed her ability to send a specific pulse to human mitochondria, causing them to overproduce energy and initiate spontaneous combustion. The power to incinerate anyone who came within range of the pulse allowed her to create a kind of barrier from which she could operate unhindered. Her compatriots, defeated in Japan, were also able to accomplish this. The question was whether she could carry on from there.

That night, she sent a different, more far-reaching pulse across New York City, targeting only certain mitochondria and commanding them to lead their human hosts to the Central Park Amphitheater. And they came, not to hear Melissa Pierce sing, but to join the uprising of their mitochondrial leader, Eve.

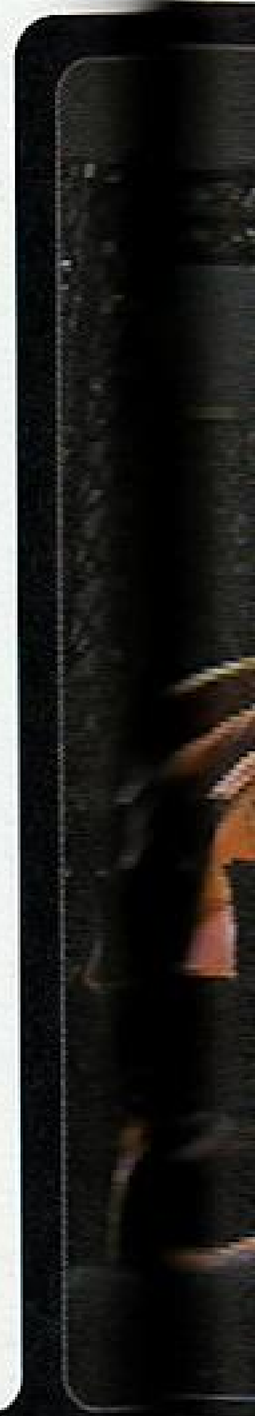
She spoke to the silent crowd of several thousand gathered in the bandstand with a pulse different from that of ignition: to break out of one's shell, to break free from nuclear control and liberate oneself.

Countless mitochondria stimulated by Eve's power They all responded in unison to her command. She attacked the cell nuclei, forcing them to submit completely, and dissolved the bonds of flesh that bound the cells to the human form. With their bonds broken, the bodies instantly dissolved and refused into vast, semi-liquid masses of flesh, numbering several thousand people. A gigantic amoeba of flesh that Eve could control at will—this was the sacred seedbed necessary for Eve to create a new world.

Without any cause for concern, she used her powers to her heart's content and steadily advanced her plan. Her only concern was the actions of Aya, whose awakening she was supposed to be waiting for. Aya's mitochondria had clearly reached the awakening stage. Despite this, why did this woman retain a strong sense of humanity and challenge her to a fight?

Eve decided to wait a little longer. Aya's power was too precious to be erased. And she knew it. She and Aya were originally...

EVE'S DAY 2



AYA'S DAY 2

The disaster brought about by Eve knows no bounds.

Manhattan Island, the heart of New York, was hit by an unknown terror that paralyzed most of its functions. Evacuation orders were issued, and citizens fled in an avalanche to the suburbs, just like a group of cells undergoing a violent rejection reaction to the foreign substance known as Eve.

Tonight, many people were killed. The audience at the Central Park Bandstand to hear Melissa Pierce's concert dissolved before my eyes. Their bodies melted like jelly, fused together, and transformed into a gigantic, liquid organism. In that moment, they died. Their individual—human—lives were brutally snatched away.

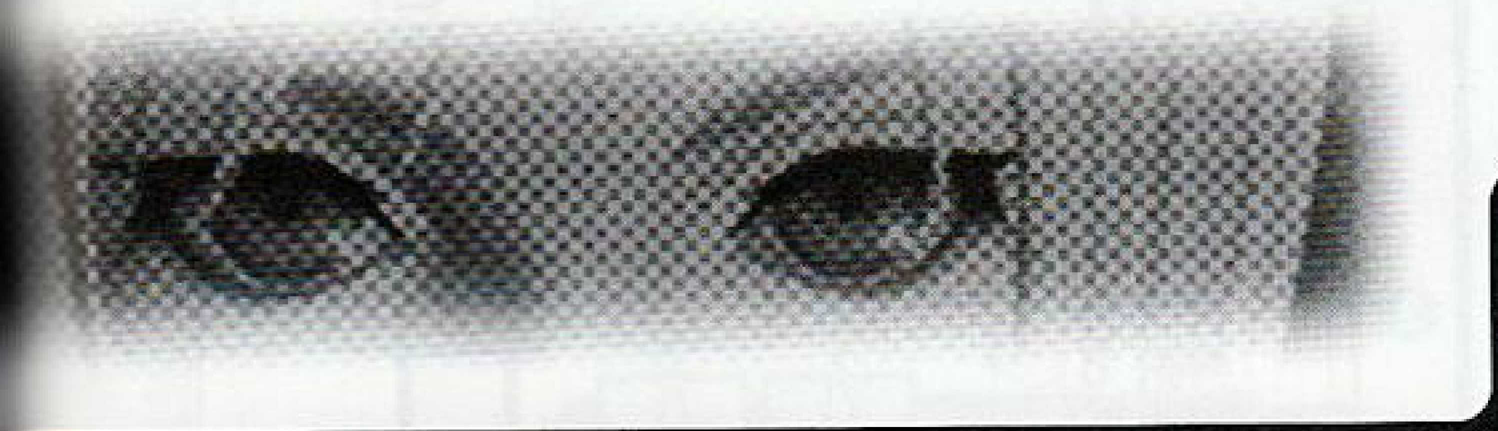
The victims included a woman named Lorraine, Daniel's ex-wife and Ben's mother. How would Daniel tell Ben about his mother's death? Right? In the first place, these concert tickets were something Ben had prepared to reconcile his parents. Would he be hurt? Like me as a child, having lost a family member in an accident?

My heart aches not only because I couldn't stop Eve's atrocities, but also because when Eve's hand touched mine in that galloping carriage drawn by a horse engulfed in flames, I felt the mitochondria inside me stir in response to her call.

Am I the same kind as Eve? Will I lose consciousness like Melissa and turn into a being hostile to humans? Will I become the same monster that killed so many innocent people, including Lorraine...?

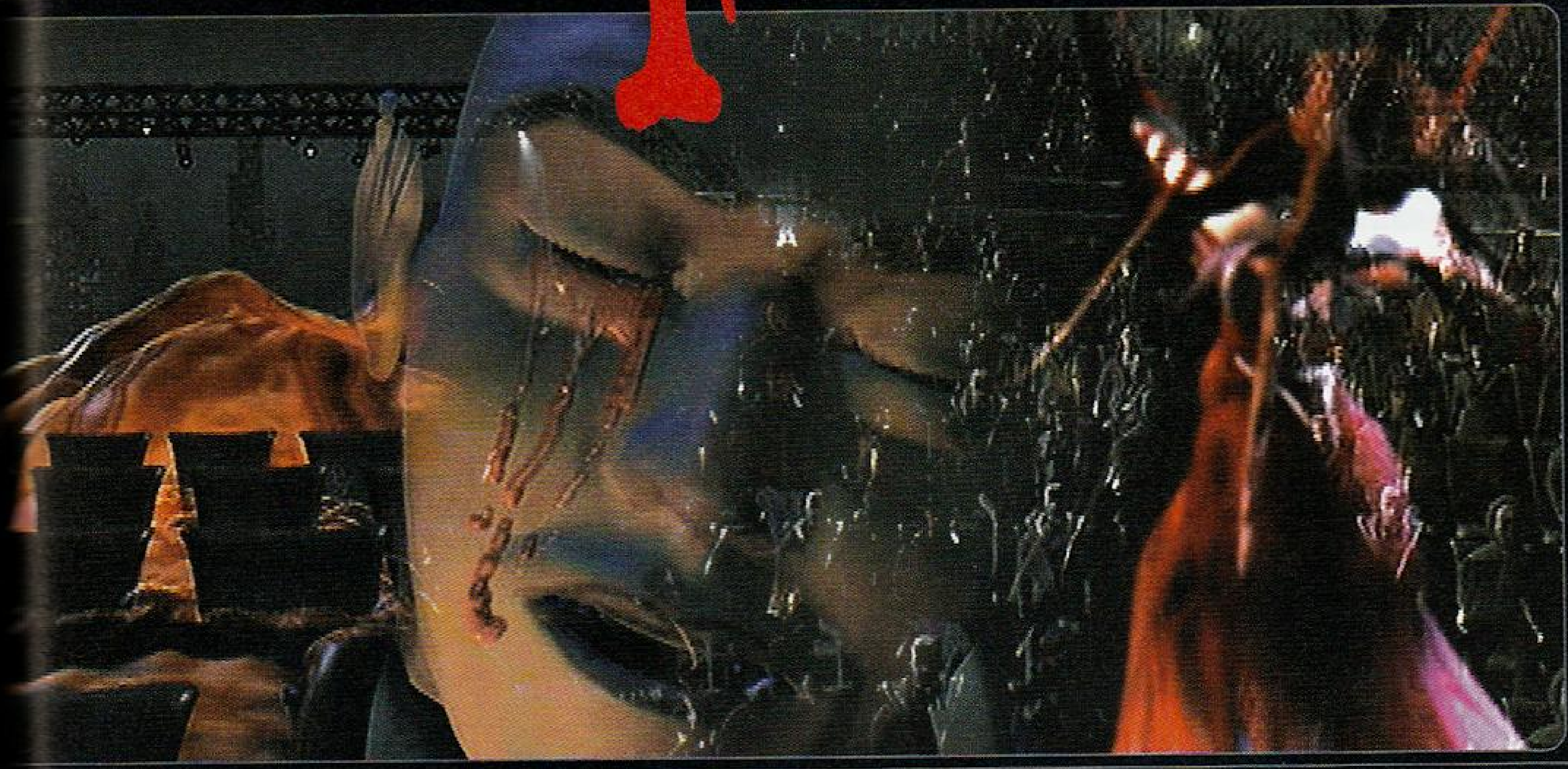
My own memories are shrouded in a mist that never clears, and I'm afraid to know what lies there.

Is there a monster there that burns people?



Fusion

~ Fusion~

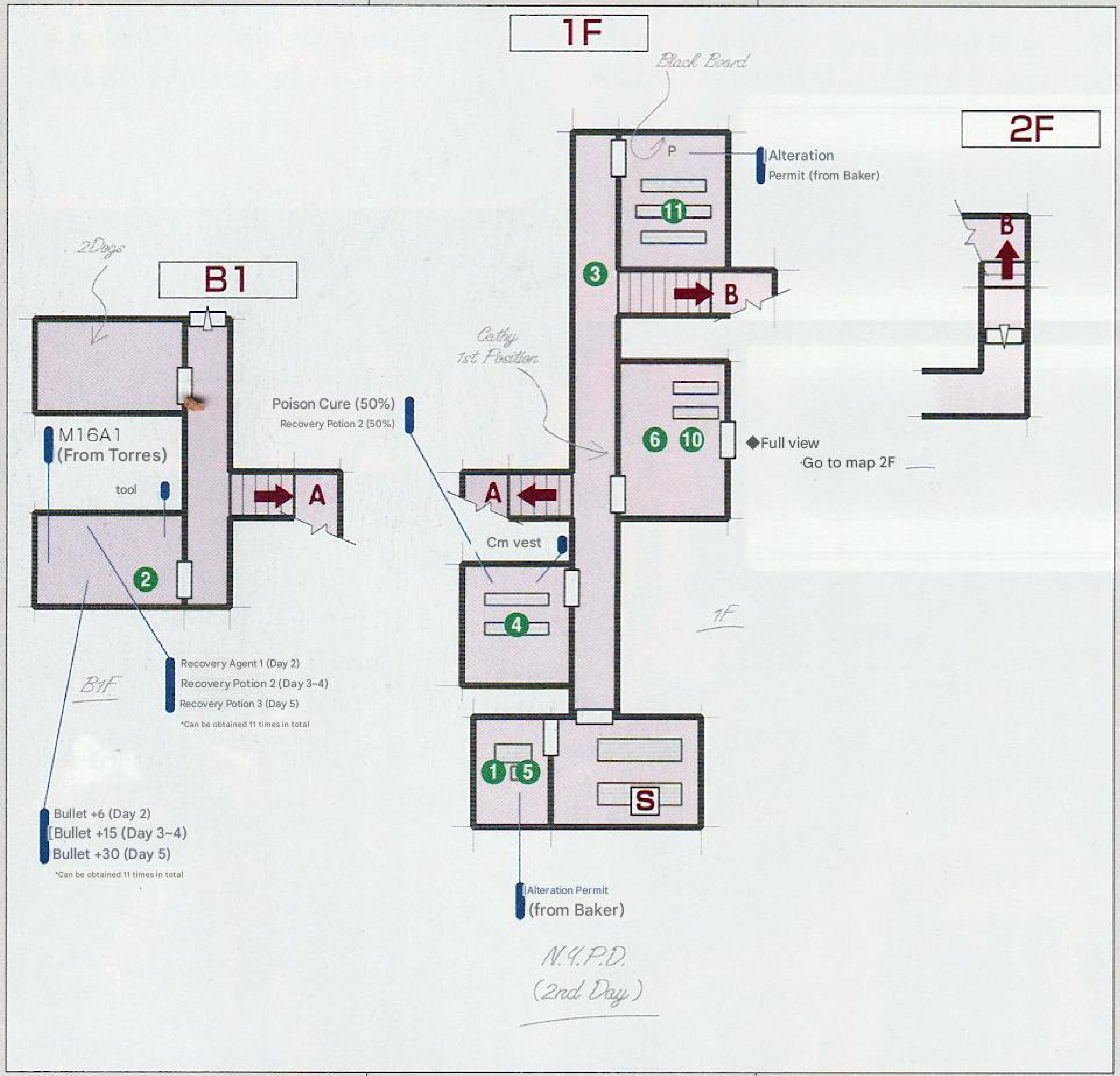


Strategy GUIDE DAY 2

The enemies in Central Park are several levels stronger than those in Carnegie Hall, so you'll need to be careful about your equipment and fighting style. Incidentally, starting today, you'll be able to tune up and modify your equipment in the Weapons Department.

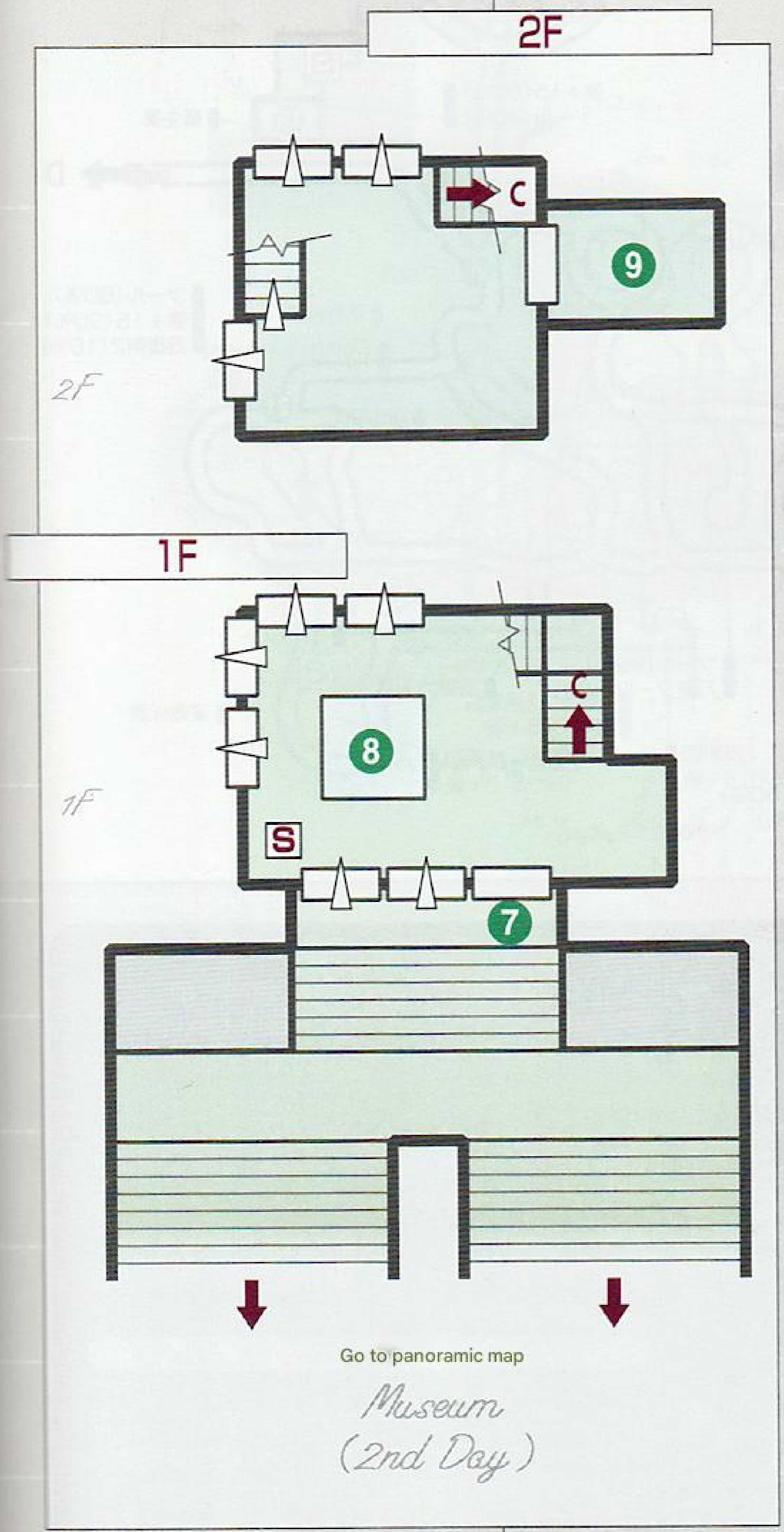
NYPD 17 minutes

N.Y.P.D.#17


1F
Black Board
P
Alteration Permit (from Baker)
2F
B
11
3
B
2Dogs
B1
Cathy 1st Position
Poison Cure (50%)
Recovery Potion 2 (50%)
M16A1 (From Torres)
tool
A
A
6
10
◆Full view
Go to map 2F
Cm vest
2
4
1F
Recovery Agent 1 (Day 2)
Recovery Potion 2 (Day 3~4)
Recovery Potion 3 (Day 5)
*Can be obtained 11 times in total
B1F
1
5
S
Bullet +6 (Day 2)
Bullet +15 (Day 3~4)
Bullet +30 (Day 5)
*Can be obtained 11 times in total
Alteration Permit (from Baker)
N.Y.P.D. (2nd Day)

New York City Police Department 17th Precinct

American Museum of Natural History



①～②

①After receiving the modification permit from Baker, head to the Weapons Control Department. After the event ends, you can do the following:

(a) You can increase the number of slots for your weapon or armor by giving Torres a modification permit.

(b) Talk to Wayne to deposit or withdraw equipment and items, and he will also dispose of your junk (→P.197).

(c) You can get bullets from the treasure chest on the counter, and recovery items from the treasure chest at the back right. The types change as you progress through the game, as shown in the table below. The contents of the treasure chests are replenished every time you move from the police station to the panoramic map (you can get up to 11 of each).

	counter	Back right
Day2-Day3 Before Eve attack	Bullet +6	recovery agent 1
Day 3 After the Eve attack- Day 4 SPIDER-WOMAN 1 Pre-match	Bullet +15	recovery agent 2
Day 4 Spider-Woman 1 post-match ~Day5	Bullet +30	recovery agent 3

③～⑥

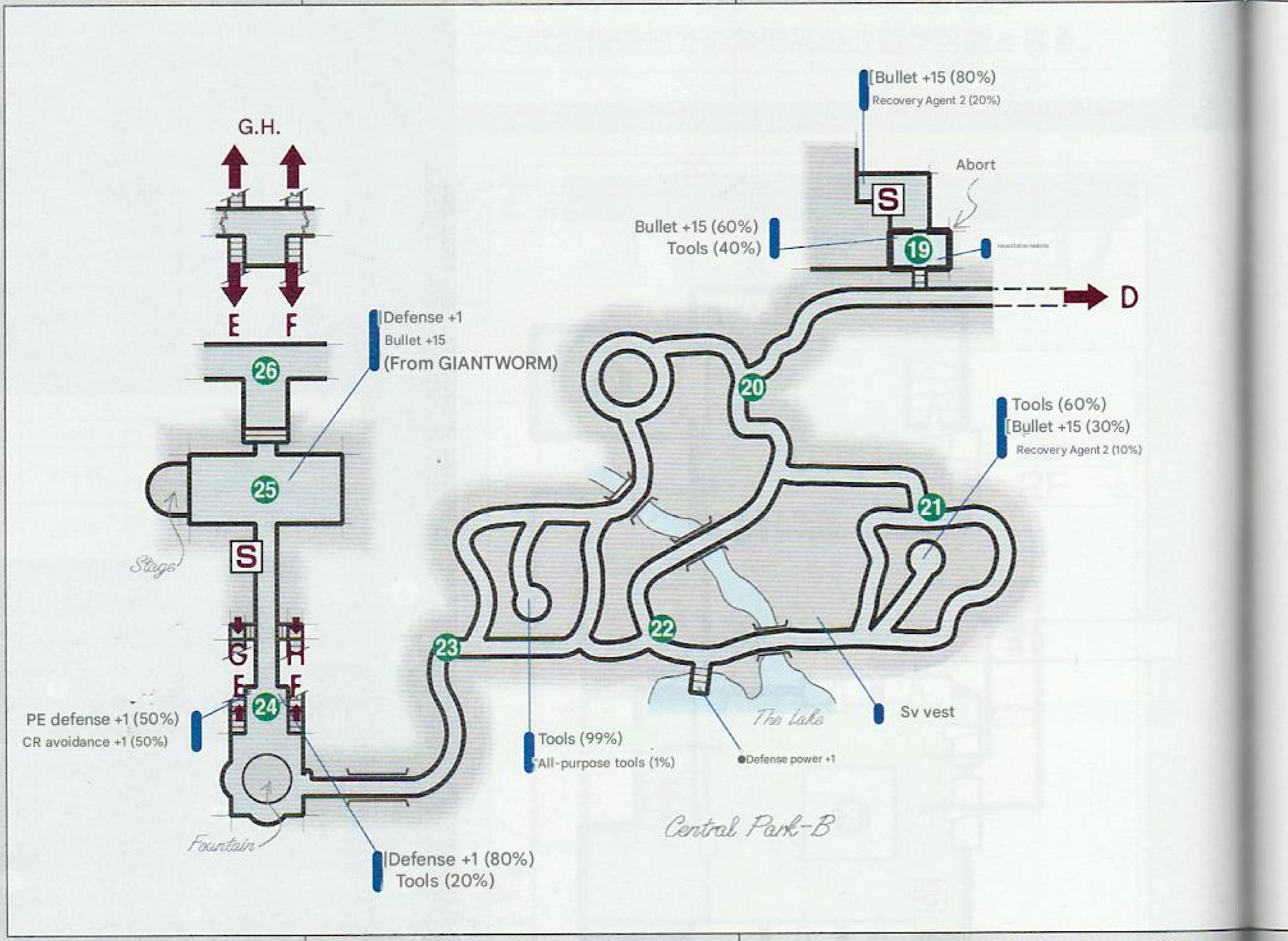
After the event at the Weapons Department is over, Daniel's son, Ben, will appear in ●. Talk to him, then go to ⑤, watch the press conference event, and then head to the museum. There is a CM Vest in ●'s locker, but this is replaced with Healing Potion 3 after Eve's attack on the police station on Day 3. If you want to obtain it, stop by ● before that.

⑦～⑪

At the museum, talk to the security guard at ● and at the desk at ● After registering, meet with Dr. Crump at ●. After returning to the police station, attend the meeting at ①, then head to Central Park. If you go to ② between the end of the meeting at ● and your visit to the museum on Day 3, you can see a scene where Torres and Wayne are arguing.

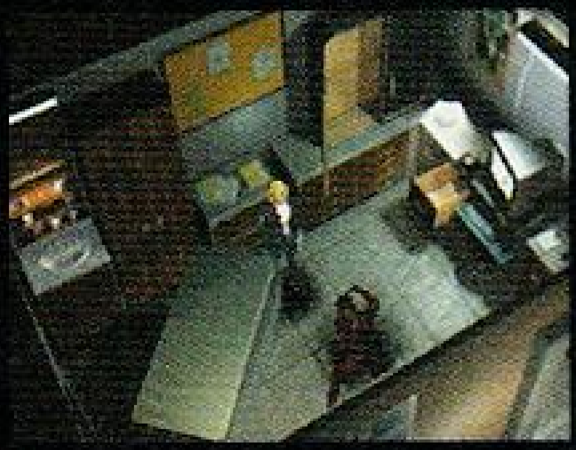
MOVIE 6

"Central Park" CENTRAL PARK


[Bullet +15 (80%)
Recovery Agent 2 (20%)
G.H.
Abort
S
Bullet +15 (60%)
Tools (40%)
19
D
E
F
Defense +1
Bullet +15
(From GIANTWORM)
26
20
Tools (60%)
[Bullet +15 (30%)
Recovery Agent 2 (10%)
25
21
S
Stage
G
H
23
22
PE defense +1 (50%)
CR avoidance +1 (50%)
24
The lake
Sv vest
Tools (99%)
All-purpose tools (1%)
Defense power +1
Central Park-B
Fountain
Defense +1 (80%)
Tools (20%)

12 After entering the park, we come back here to find Harry and Warner there to cheer us on. Harry appears only in this scene (although he is already dead).

⑬ Open the drawer to the left of the terminal to find a CP key, check the shelf at the back right to find an Sp Vest, and move the bed and then check the closet next to the sink to get the M203.



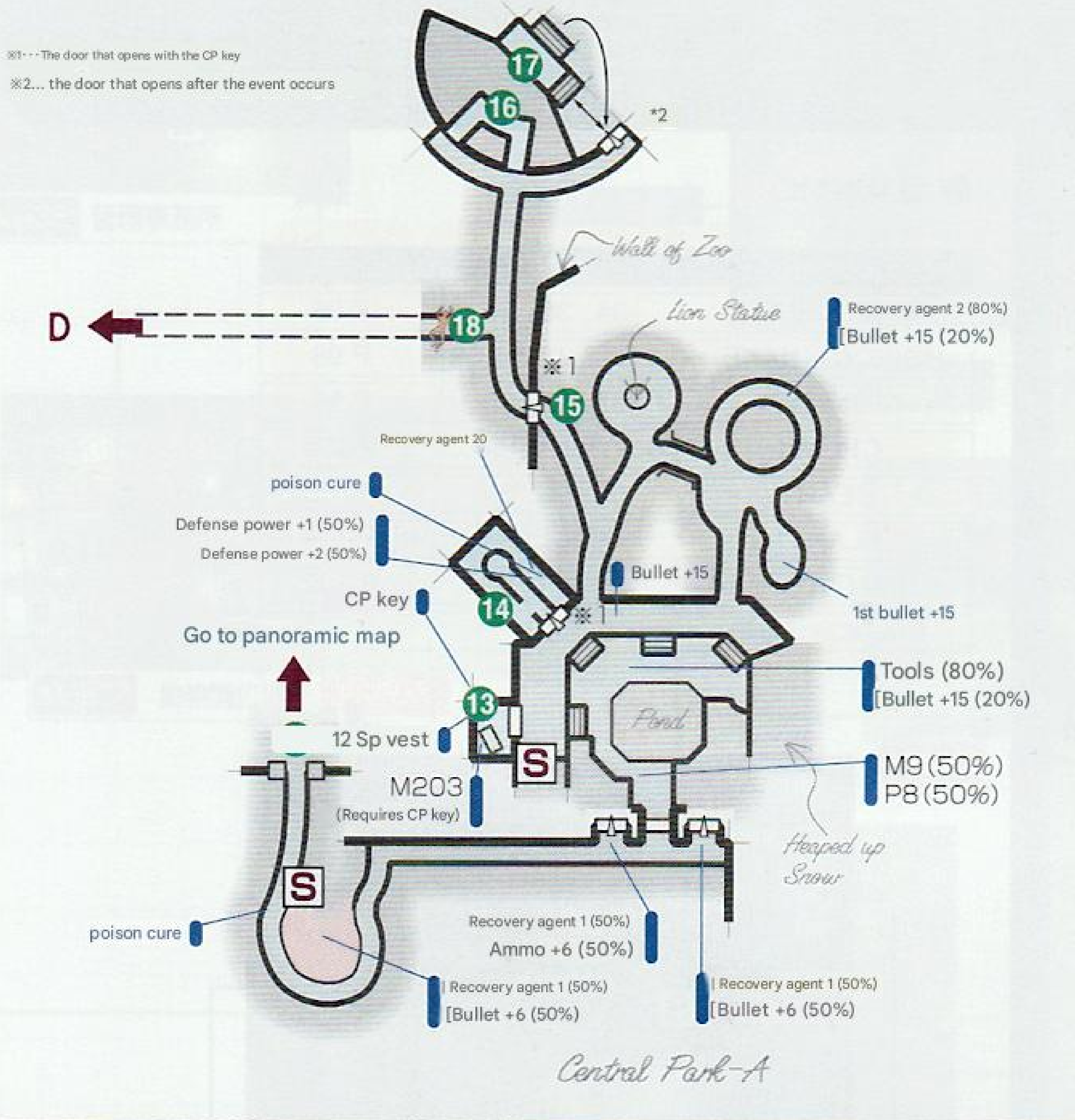
◆If you look down and right in this location and press the O button, the bed will move.

⑭～⑮ Neither door can be opened without the CP key. ● There are three treasure chests and an explanatory panel about the animals that appear in Central Park and are the basis for NMC.

⑯～⑱ ⑱ In this case, a charred corpse is blocking the way, preventing you from proceeding further. First, go to the front of the outdoor theater and take the center or left entrance to 16. Once you see the event where the audience melts, return to the front of the theater and take the right entrance to ● to meet Eve. After following these steps, you will be able to slip past the charred corpse in ① and proceed further.

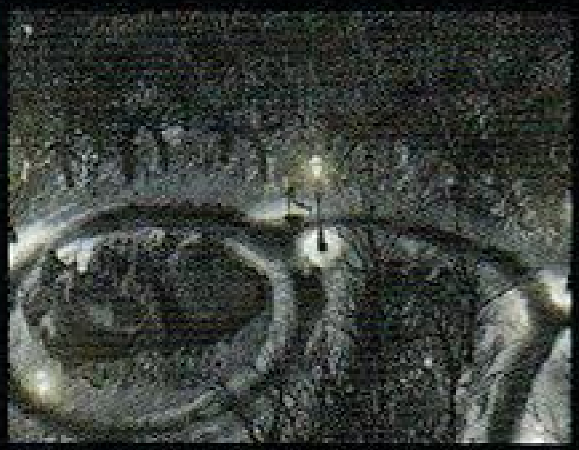
MOVIE 7

⑲ It may look like there's nothing there, but there are actually treasure chests hidden there. One is in the corner on the right side of the terrace, and the other is a little further forward from the corner on the left side.


※1・・・The door that opens with the CP key
※2... the door that opens after the event occurs
17
16
*2
Wall of Zoo
D
18
Lion Statue
Recovery agent 2 (80%)
[Bullet +15 (20%)
※1
15
Recovery agent 20
poison cure
Defense power +1 (50%)
Defense power +2 (50%)
Bullet +15
CP key
※1
14
1st bullet +15
Go to panoramic map
Tools (80%)
[Bullet +15 (20%)
13
12 Sp vest
S
Pond
M9 (50%)
P8 (50%)
M203
(Requires CP key)
Heaped up Snow
S
poison cure
Recovery agent 1 (50%)
Ammo +6 (50%)
Recovery agent 1 (50%)
[Bullet +6 (50%)
Recovery agent 1 (50%)
[Bullet +6 (50%)

Central Park-A

⑳～㉓ If you follow the girl's ghost, you can collect all the items in ①~④ most efficiently. If you want to ignore the items and move on, go in the opposite direction to the girl at ● and head directly to the location.



◆If you want to ignore an item, you can head towards it and switch screens less often.

㉔ There is an overpass, but the route up the stairs has no items and will result in a battle, so it is safer to take the tunnel below.

25 **Battle with Giantworm. When you defeat it, it drops 1 to 4** strengthening items, so make sure you have enough items in your inventory beforehand and try to get them all. Just to **be safe, save using the phone in front of you.**

VS GIANTWORM (→P.132)

㉖ Once you get on the carriage, you'll be in a battle with Eve's second form (carriage). Normally, once you get on, you can't go back to step 2, but there's a way to get there even after Day 3, where you'll see an interesting phenomenon (→P.294).

MOVIE 8

VS Eve・2nd form (horse carriage) (→P.152)

MOVIE 9

MOVIE 10

CENTRAL PARK

central park

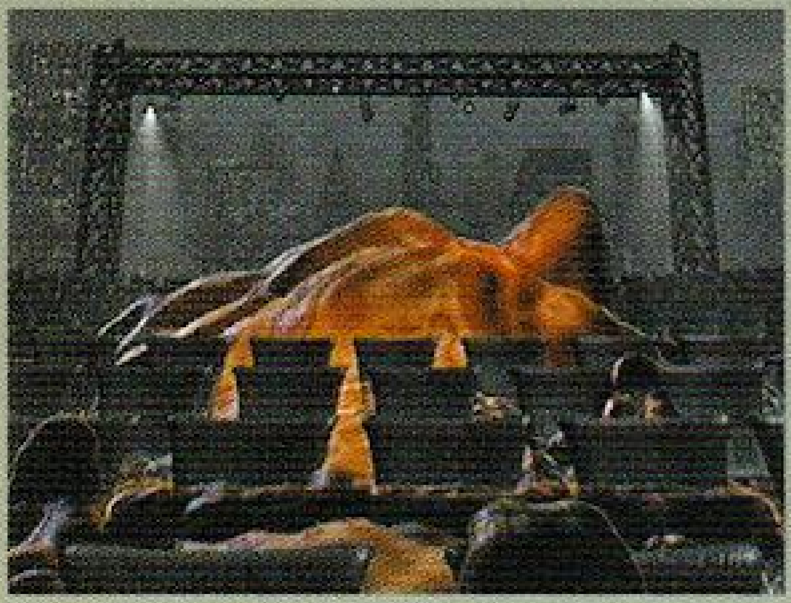
Carnegie Hall
Central Park

Day1	×
Day2	○
Day3	Map33~57
Day4	Map33~57
Day5	Map33~57
surprised	×

This vast park in the heart of Manhattan took 16 years and a massive $15 million to build, and covers an area of approximately 3.4 million square meters (approximately 6% of Manhattan Island's total area).

central park in game

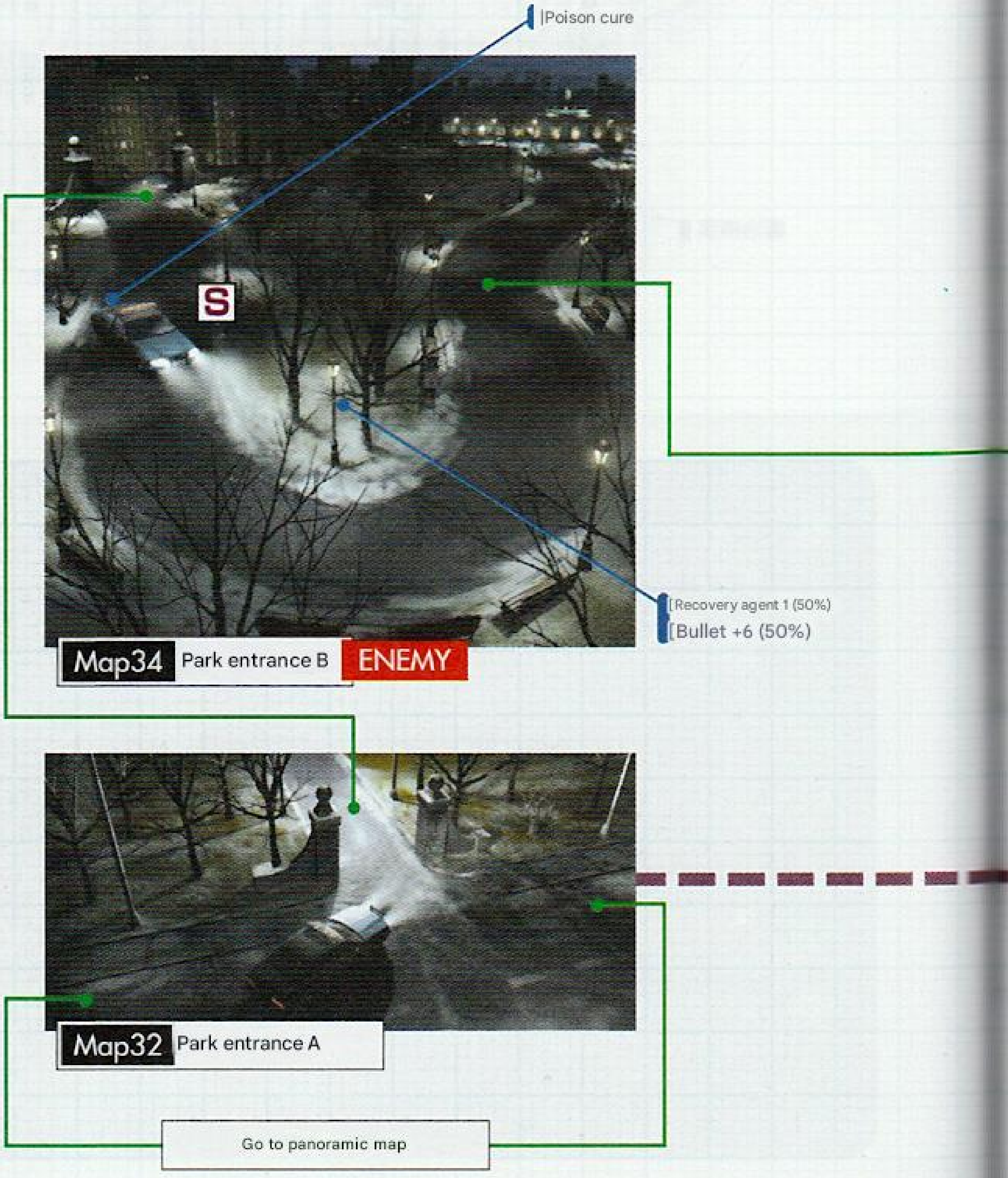
Each building in the park has been faithfully recreated. The route from the entrance to the carriage ride is also based on its actual location. Other notable features include the zoo's iconic polar bears and monkeys (lion tamarins) appearing as enemies, and the park tour carriage becoming the setting for a battle with Eve. The attention to detail is impressive.

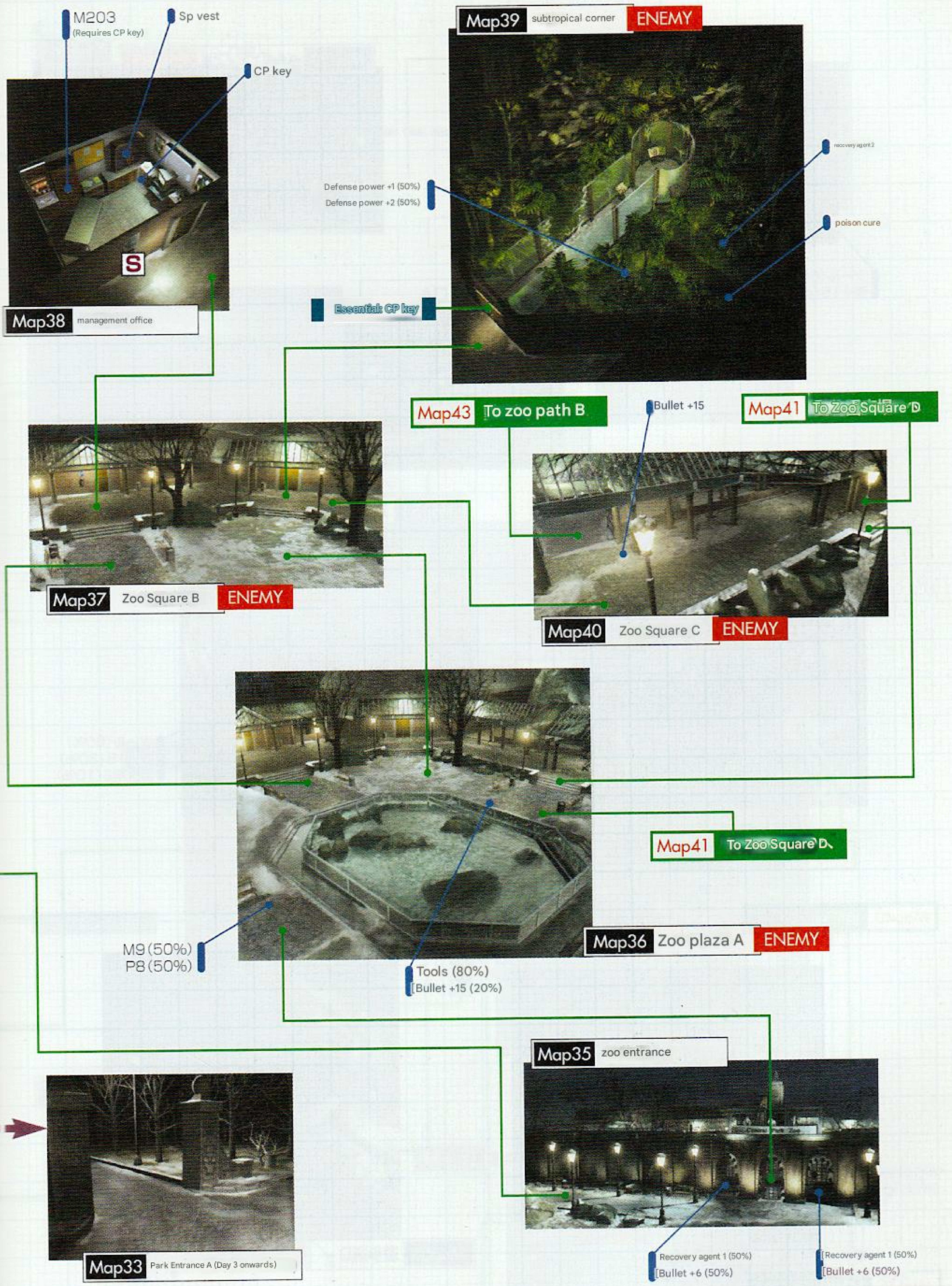


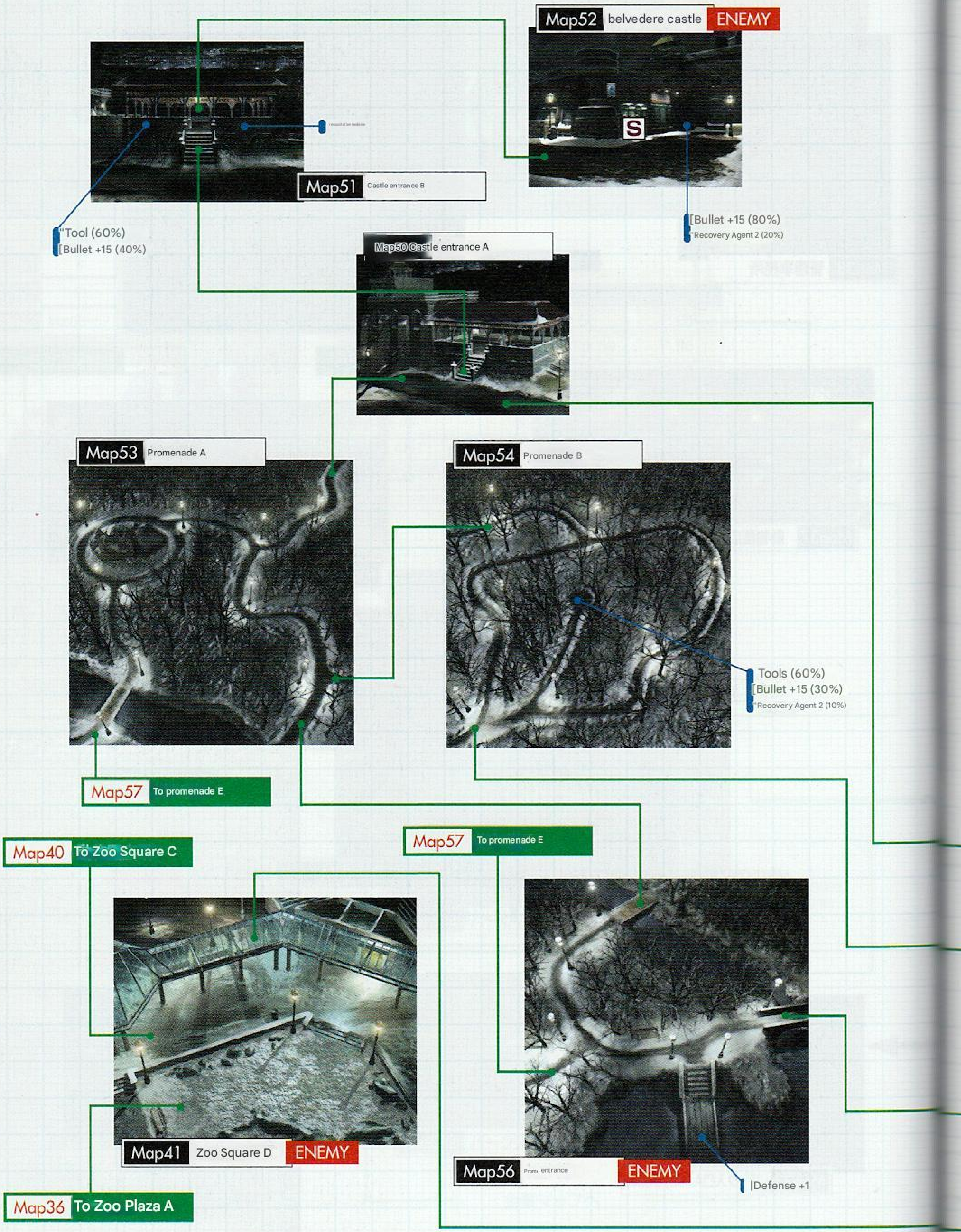
◆The venue where the audience melts is the Delacorte Theatre, famous for performing Shakespeare's plays on summer nights.

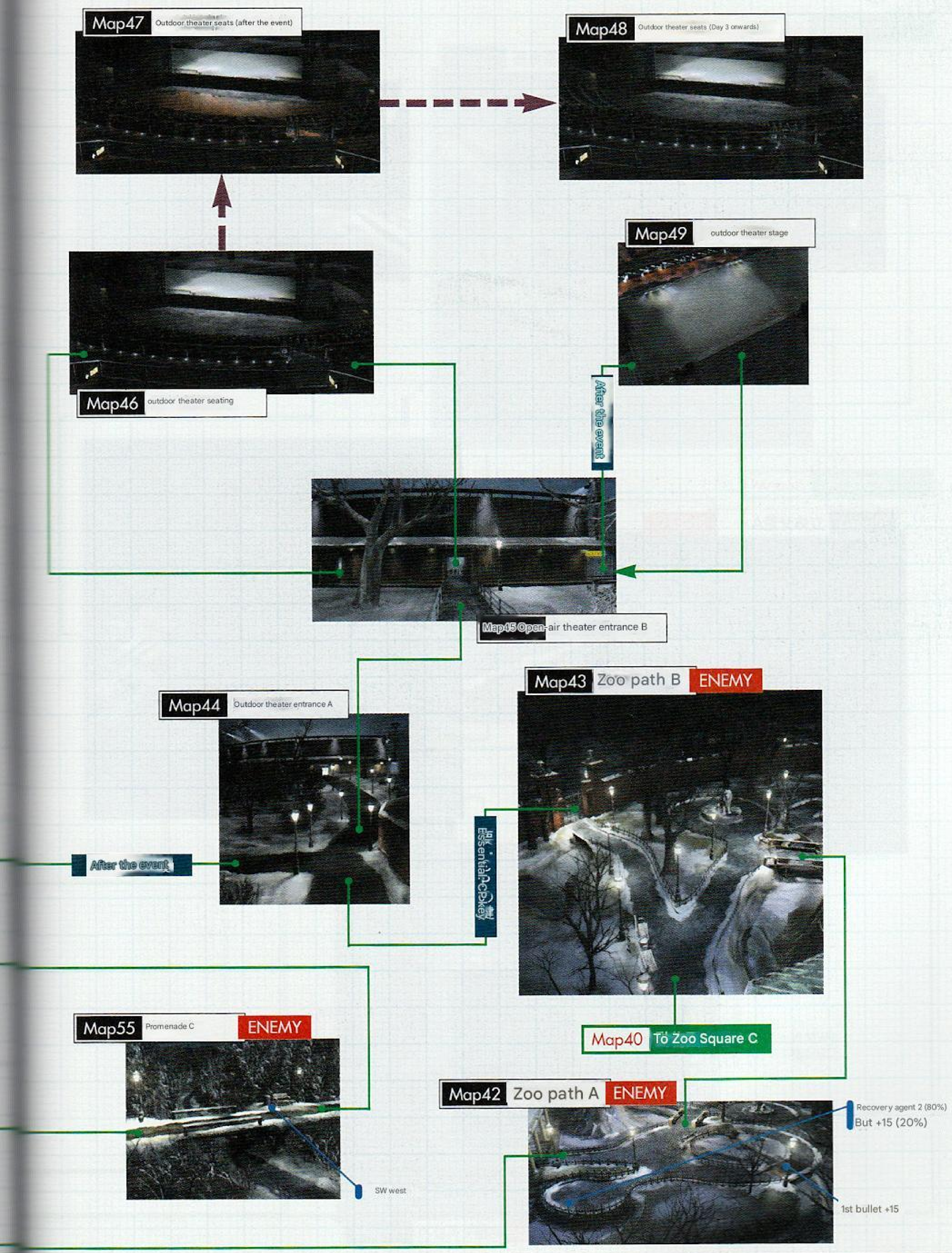
● Appearance NMC

NAME	MAP	DATA
SNAKE1	34, 39, 56	P.96
POISON-SNAKE1	34, 42, 43, 56, 59	P.96
MONKEY1	37, 40, 60	P.98
CROW1	36, 40, 43, 55, 58, 63	P.100
BEAR1	52, 55, 59	P.102
PLANT1	41, 61, 63	P.104
GIANTWORM	64	P.132
Eve・2nd form (horse carriage)	65	P.152

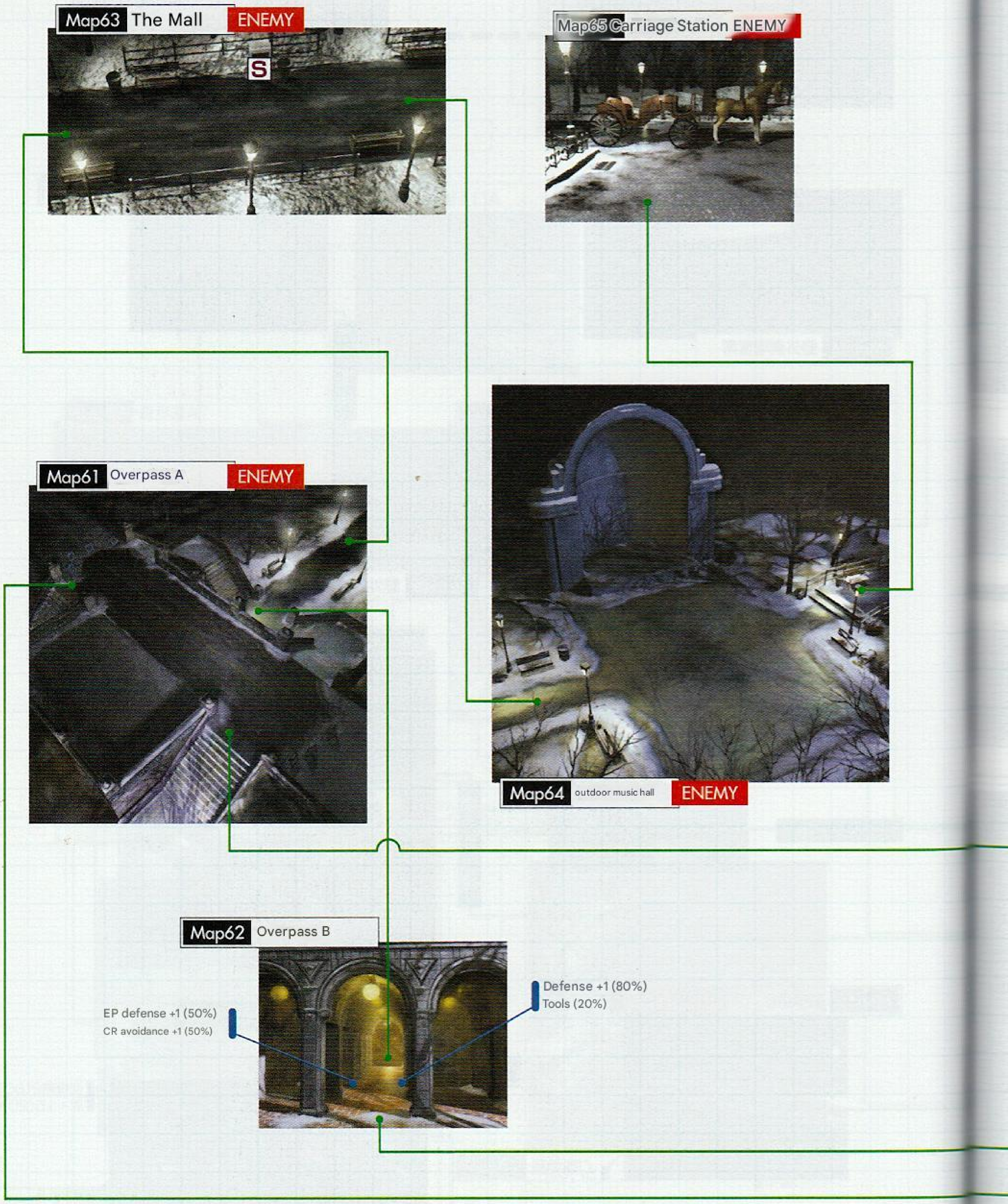

Poison cure
S
Recovery agent 1 (50%)
Bullet +6 (50%)
Map34 Park entrance B
ENEMY
Map32 Park entrance A
Go to panoramic map


M203
(Requires CP key)
Sp vest
CP key
S
Map38 management office
Map39 subtropical corner ENEMY
Defense power +1 (50%)
Defense power +2 (50%)
recovery agent 2
poison cure
Essential: CP key
Map43 To zoo path B
Bullet +15
Map41 To Zoo Square D
Map37 Zoo Square B ENEMY
Map40 Zoo Square C ENEMY
Map41 To Zoo Square D
Map36 Zoo plaza A ENEMY
M9 (50%)
P8 (50%)
Tools (80%)
Bullet +15 (20%)
Map35 zoo entrance
Recovery agent 1 (50%)
Bullet +6 (50%)
Recovery agent 1 (50%)
Bullet +6 (50%)
Map33 Park Entrance A (Day 3 onwards)


Map52 belvedere castle ENEMY
S
Map51 Castle entrance B
"Tool (60%)
[Bullet +15 (40%)
[Bullet +15 (80%)
"Recovery Agent 2 (20%)
Map50 Castle entrance A
Map53 Promenade A
Map54 Promenade B
Tools (60%)
[Bullet +15 (30%)
"Recovery Agent 2 (10%)
Map57 To promenade E
Map40 To Zoo Square C
Map57 To promenade E
Map41 Zoo Square D ENEMY
Map56 Prom entrance ENEMY
|Defense +1
Map36 To Zoo Plaza A

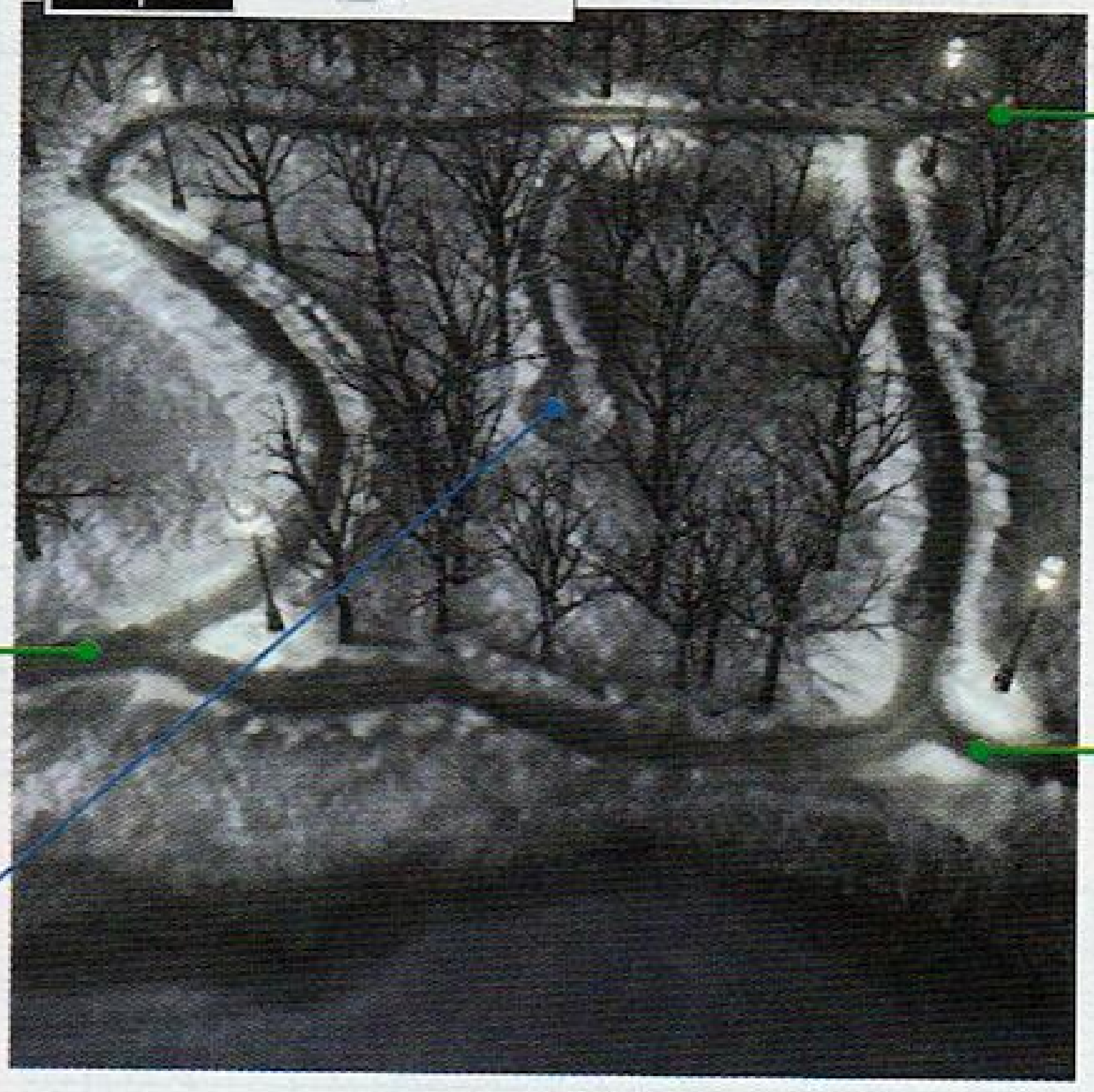

Map47 Outdoor theater seats (after the event)
Map48 Outdoor theater seats (Day 3 onwards)
Map49 outdoor theater stage
Map46 outdoor theater seating
After the event
Map45 Open-air theater entrance B
Map43 Zoo path B ENEMY
Map44 Outdoor theater entrance A
Essential: CP key
After the event
Map40 To Zoo Square C
Map55 Promenade C ENEMY
SW west
Map42 Zoo path A ENEMY
Recovery agent 2 (80%)
But +15 (20%)
1st bullet +15

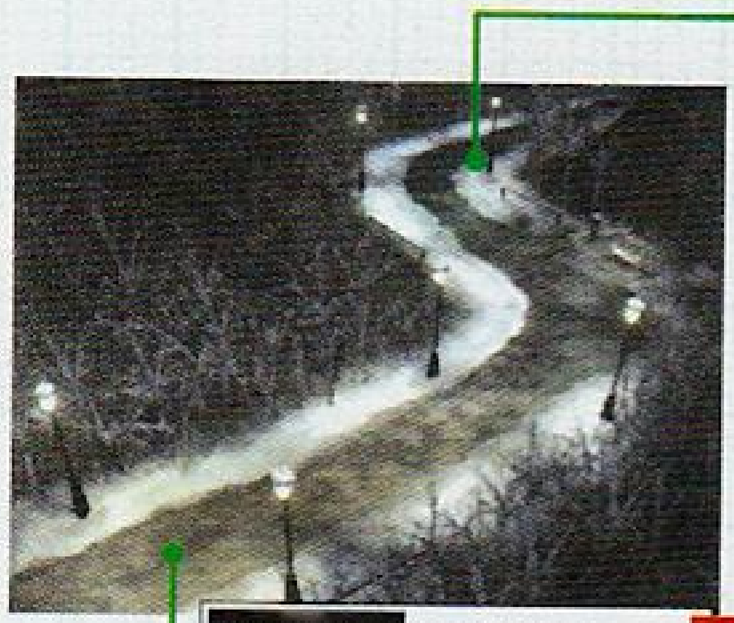
central park


Map63 The Mall ENEMY
S
Map65 Carriage Station ENEMY
Map61 Overpass A ENEMY
Map64 outdoor music hall ENEMY
Map62 Overpass B
EP defense +1 (50%)
CR avoidance +1 (50%)
Defense +1 (80%)
Tools (20%)

Map53 Promenade A

Map57 promenade Ξ



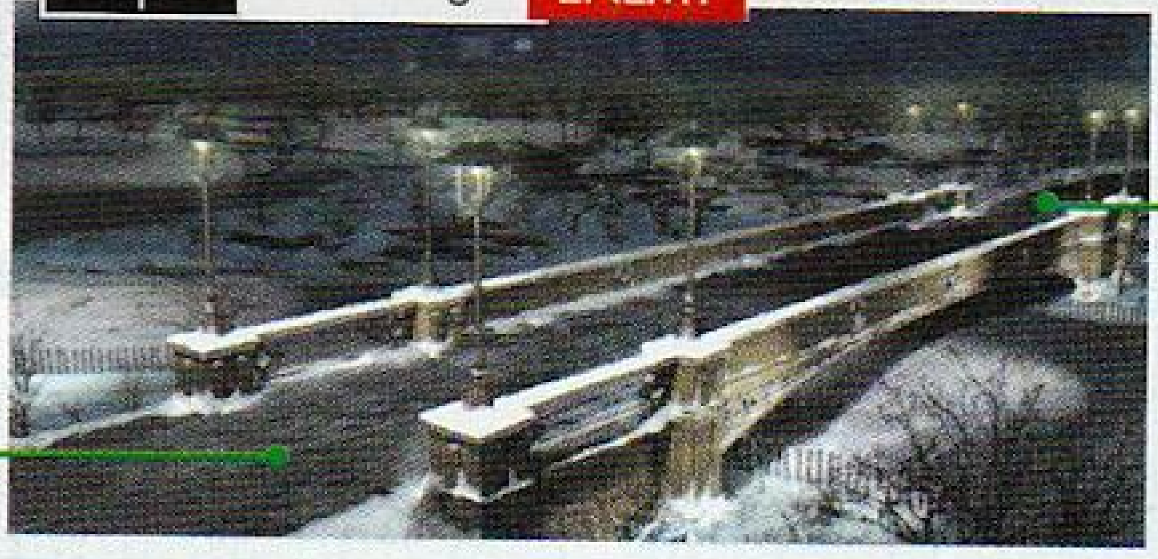


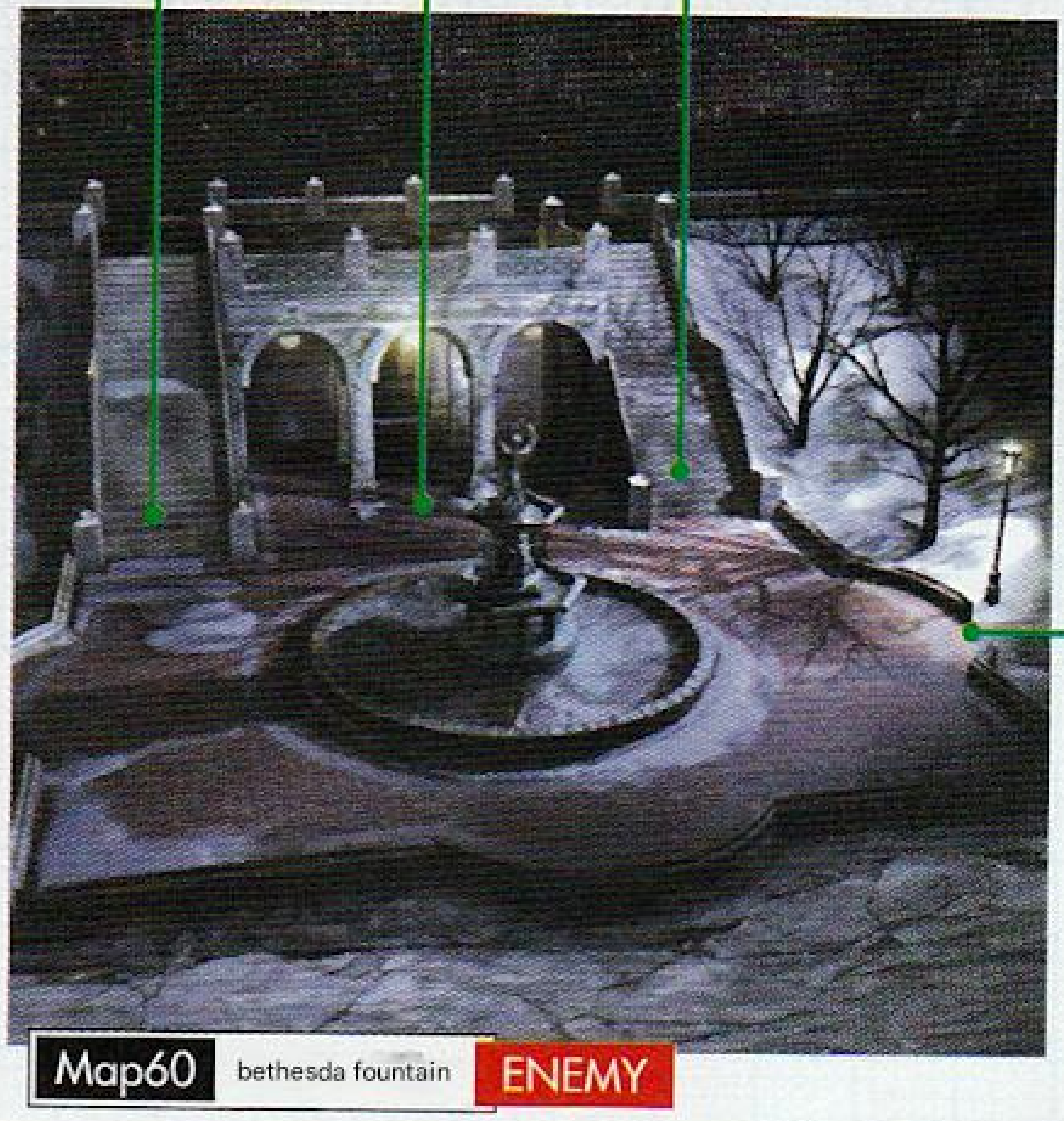
Map58 Promenade F **ENEMY**

Tools (99%)
Multi-purpose tools (1%)

Map56 To promenade D,

Map59 Paw Bridge **ENEMY**





Map60 bethesda fountain **ENEMY**

central park

December 26, 1997

DAY3

Eve spent the day relatively quietly.

Even during her attack on the 17th Precinct of the New York City Police Department, she did not cause spontaneous human combustion. If she had used this ability, everyone in the building would have been burned to ashes by the intense heat in an instant. However, she avoided this.

There were several reasons why she didn't set it on fire. First, the purpose of the raid on the precinct wasn't to eliminate the police. In the first place, the police officers who couldn't even get close to her weren't even an obstacle to carrying out her plan. Eve's main purpose in this attack was to create a diversion.

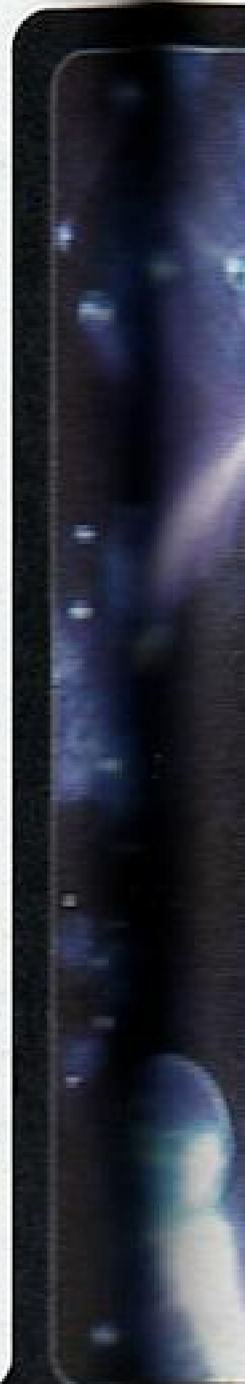
Of course, Eve had no reason to hesitate in killing the police officers. It was possible that Aya's interactions with these people were the cause of her being prevented from awakening. If that was the case, then wiping them out might be the catalyst that draws Aya to the mitochondrial camp.

But more than that, Eve wanted to preserve her power, and た。 the pulse that commanded her to ignite was a signal that forced her mitochondria to commit suicide. The act of releasing had also worn down her body. There was no deterioration to the point where it was worth worrying about, but until the plan could move on to the next stage, Melissa's body had to be treated with great care. Or, more precisely, what was inside Melissa's body...

Therefore, Eve decided to attack using the creatures present within the precinct. By directing cell division and speeding it up, animals and insects could easily cause their mitochondria to go out of control, transforming into ferocious monsters. This method put only a minimal strain on her.

And so, Eve left the 17th Precinct as soon as she sensed Aya approaching. She should have avoided combat. At that moment, deep inside her, there was something she had to protect, even at the cost of her life.

A mature egg. The ideal egg that Melissa left behind, inheriting only Eve's mitochondria.



AYA'S DAY 3

I am unable to contain my intense anger right now, and it feels like my body is on fire.

Eve sought more victims, and while Daniel, myself, and Maeda, a scientist from Japan, were away, she attacked the 17th Precinct of the New York Police Department.

When we returned, the smell of death was thick in the station. Animals mutated by Eve had transformed into monstrous creatures and were slaughtering officers.

Many of his colleagues lost their lives, including Chief Torres of the Weapons Control Department. The chief had once lost a child to a gun accident, and had never picked up a gun as a weapon since. The violent monster mercilessly murdered this defenseless human. No, it wasn't even the monster's fault. They too are pitiful creatures who have lost their sense of self when Eve causes their mitochondria to go out of control...

Sheba, the old police dog who was Ben's emotional support, was also killed by Eve. Sheba's power transformed her into a sinister three-headed demon dog. As her consciousness was being consumed, Sheba climbed from her underground kennel to the top floor, perhaps in an attempt to distance herself from the people who had loved her... But ironically, Ben made no attempt to leave Sheba, who seemed strange. Right before Ben's eyes, the old dog transformed into something other than Sheba.

Ben probably had a vague idea about his mother Lorraine's death. I can't forgive Eve for taking away Sheba, who helped him ease his grief.

My mitochondria, examined by Maeda, showed different behavior from Eve's.

It has given Ichi to the cell nucleus and is acting as a symbiote to counter Eve's power.

I don't know why only I have this power. And my relationship with Eve... But no matter what, I will become Eve's enemy. I will use this power to destroy her, who plays with people's lives - with their hearts.

No matter who Eve is...

Eve Selection

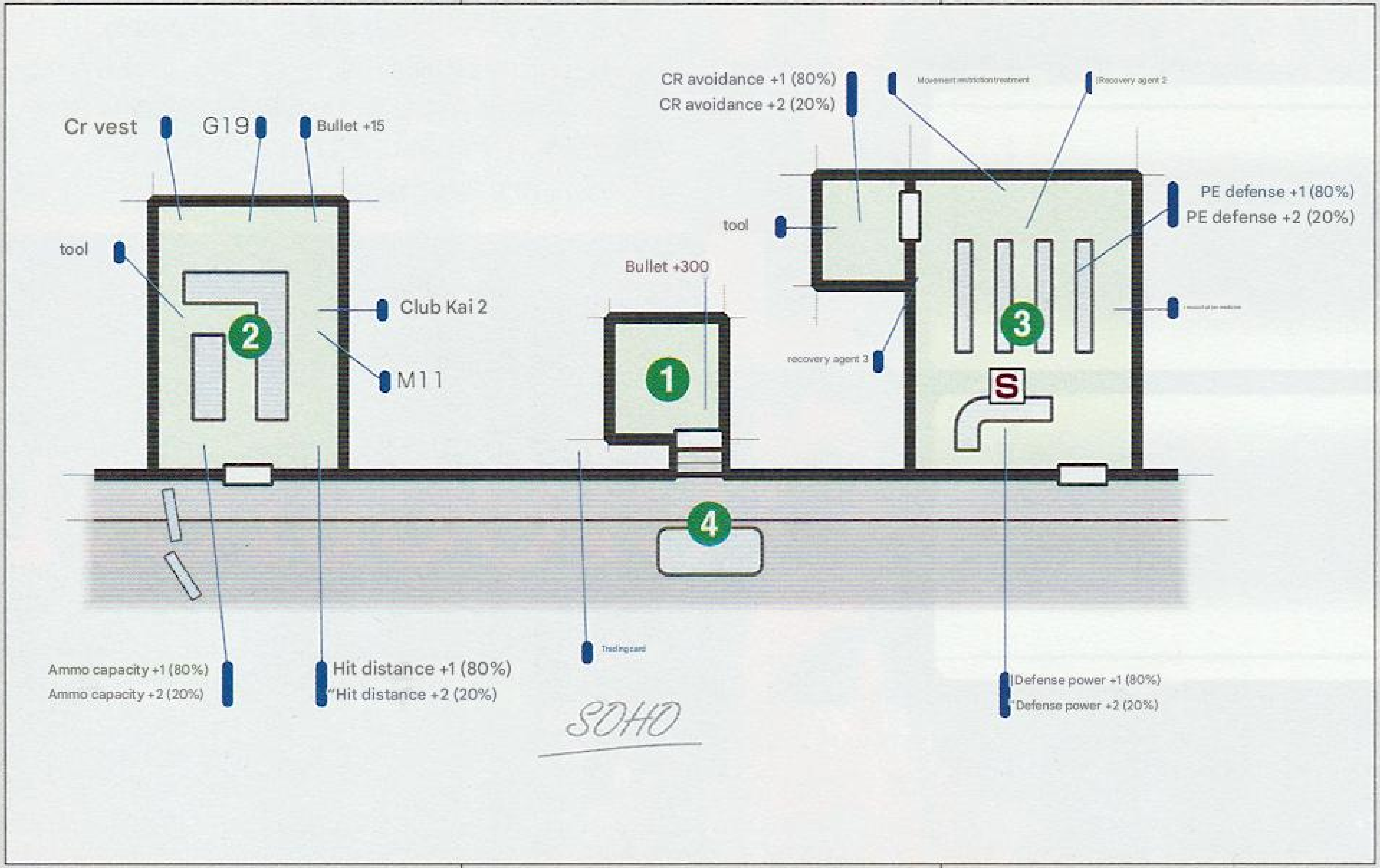
～淘汰～

Strategy GUIDE DAY 3

You can get two trading cards in the areas you visit on this day. It's completely useless during Day 3, but if you give it to Wayne on Day 4 or later, he'll modify your equipment (increase the number of slots), so it's definitely worth finding.

Soho

SOHO


Cr vest
G19
Bullet +15
tool
Club Kai 2
M11
2
Ammo capacity +1 (80%)
Ammo capacity +2 (20%)
Hit distance +1 (80%)
"Hit distance +2 (20%)
Bullet +300
1
4
Trading card
SOHO
CR avoidance +1 (80%)
CR avoidance +2 (20%)
Movement restriction treatment
Recovery agent 2
tool
PE defense +1 (80%)
PE defense +2 (20%)
recovery agent 3
3
S
Defense power +1 (80%)
Defense power +2 (20%)

① You will get a lot of items, so you may not be able to carry them all. You can either go back to the police station or use the upgrade items on the spot to organize your items (of course, you can come back later to get them).

③ Among the items in

③ This increases the defense power by +1 or +2, but you can find this by pressing the O button from inside the counter (= bottom of the screen) as if you were going to use the phone.

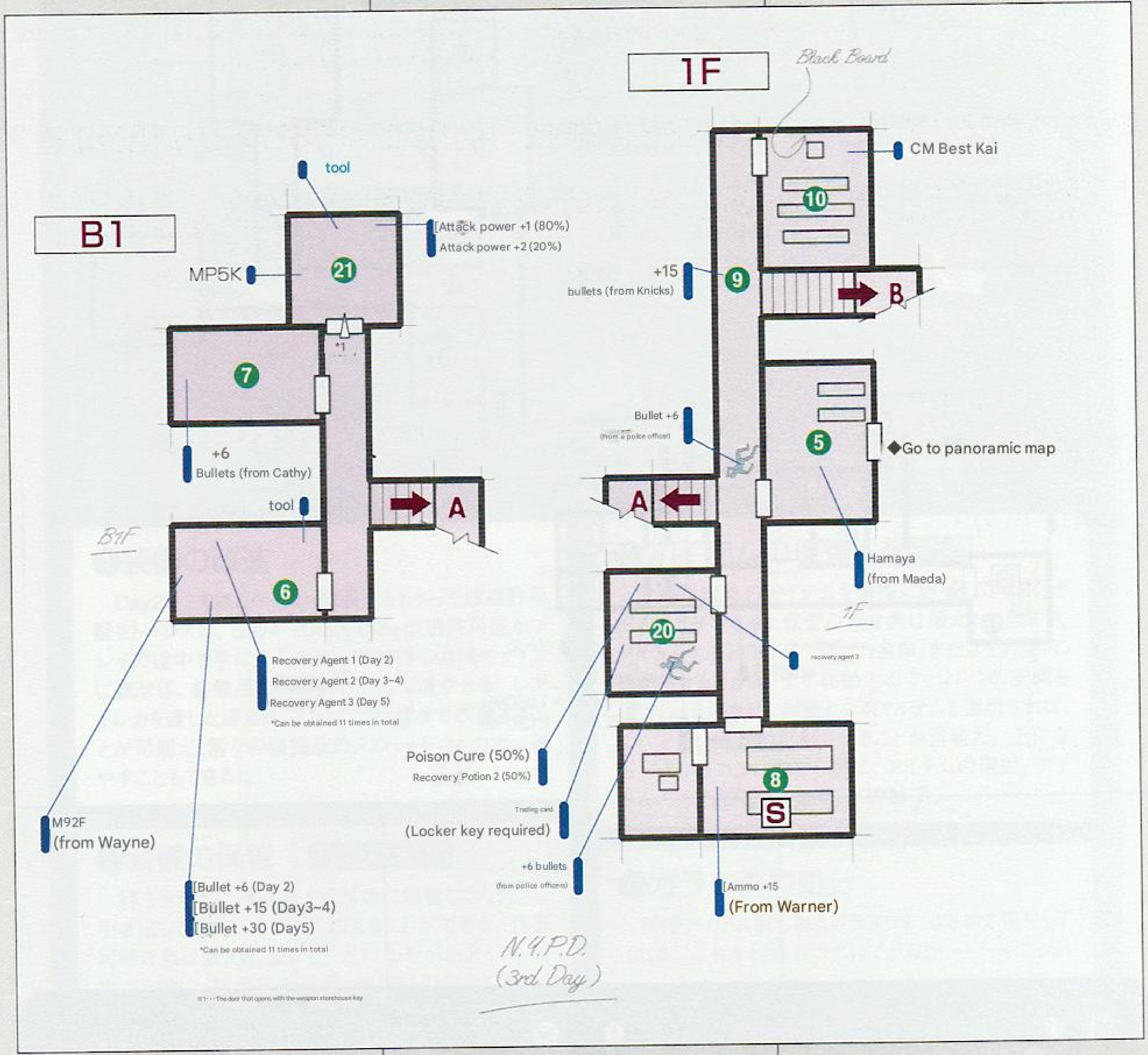
④ After entering ② and ③, if you go to the passenger seat of the police car, you will be able to move to other locations, so first go to the museum, and after the event there, head to the police station. By the way, if you look up at the top of the screen and examine the cardboard box in the trash, you will find a trading card.

MOVIE 11

MOVIE 12

soho

N.Y.P.D.#17


B1
tool
[Attack power +1 (80%)
Attack power +2 (20%)
MP5K
21
*1
7
+6
Bullets (from Cathy)
tool
A
B1F
6
Recovery Agent 1 (Day 2)
Recovery Agent 2 (Day 3~4)
Recovery Agent 3 (Day 5)
*Can be obtained 11 times in total
M92F
(from Wayne)
[Bullet +6 (Day 2)
[Bullet +15 (Day3~4)
[Bullet +30 (Day5)
*Can be obtained 11 times in total
※1・・・The door that opens with the weapon storehouse key
1F
Black Board
CM Best Kai
10
+15
bullets (from Knicks)
9
B
Bullet +6
(from a police officer)
5
◆Go to panoramic map
A
Hamaya
(from Maeda)
1F
20
recovery agent 3
Poison Cure (50%)
Recovery Potion 2 (50%)
Trading card
(Locker key required)
+6 bullets
(from police officers)
8
S
[Ammo +15
(From Warner)
N.Y.P.D.
(3rd Day)

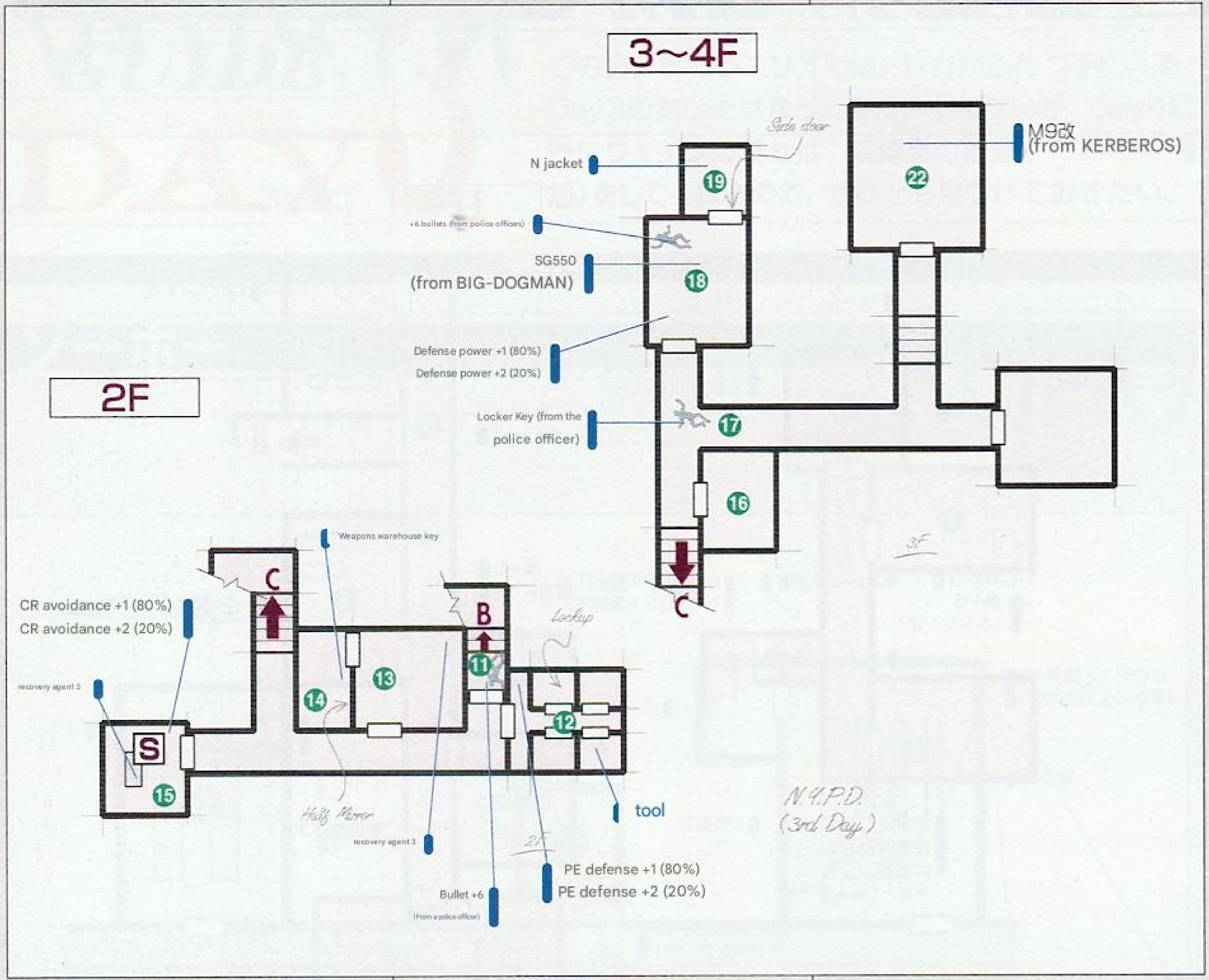
⑤～⑨

After parting ways with Maeda in ⑤, ●Torres and Wayne, ⑦ Cathy in ③, Warner in ③Talk to each of them. If even one person is missing, no knicks will appear in the ●, and I can't explore the floor. By the way, Cathy and Warner The second time you talk to Knicks, and the first time you talk to him When you set it up, you'll receive ammo (Cathy gets +6 ammo, the other two get +15 ammo). You can also get +6 ammo by searching the bodies of police officers in various locations (see map).

When obtaining the 10cm Vest Kai, you can avoid fighting by passing through the platform in front of the blackboard.

◆Just take the shortest route to the treasure chest without going through the center of the room.

New York City Police Department 17th Precinct


3～4F
Side door
M9改
(from KERBEROS)
N jacket
⑲
+6 bullets (from police officers)
SG550
(from BIG-DOGMAN)
⑱
㉒
Defense power +1 (80%)
Defense power +2 (20%)
Locker Key (from the
police officer)
⑰
⑯
3F
C
2F
Weapons warehouse key
C
B
Lockup
CR avoidance +1 (80%)
CR avoidance +2 (20%)
recovery agent 3
S
⑮
⑭
⑬
⑪
⑫
tool
Half Mirror
recovery agent 3
2F
N.Y.P.D.
(3rd Day)
PE defense +1 (80%)
PE defense +2 (20%)
Bullet +6
(From a police officer)

⑪ ～ ① At first, Nix will be standing in your way in the area, but if you ⑤ fulfill the conditions written in the "~" column, Nix will be killed by the enemy and fall into the ● at the bottom of the stairs, allowing you to proceed. Although you can obtain the key to the weapon storehouse in ●, you can only go to ● (→P.195) after obtaining the locker key in ①. Starting from here is more efficient in terms of route.

MOVIE 13

16 The forensic investigator here will fully restore Aya's HP once during Day 3. However, since it is actually advantageous for Aya to have a lower HP level when fighting Kerberos (→ P. 134), there is no need to use this room unless your remaining HP is extremely low.

⑦ Talk to the fallen police officer to get the locker key. This officer will disappear after Day 4, so don't forget to talk to him.

⑱ Of the items in these four rooms, the only ones you can get on Day 3 are the SG550 dropped by the Big Dogman in ① and the +6 Bullets you can get from the police officer's corpse. You can get the rest on Day 4 or later.

VS BIG—DOGMAN (→P.106)

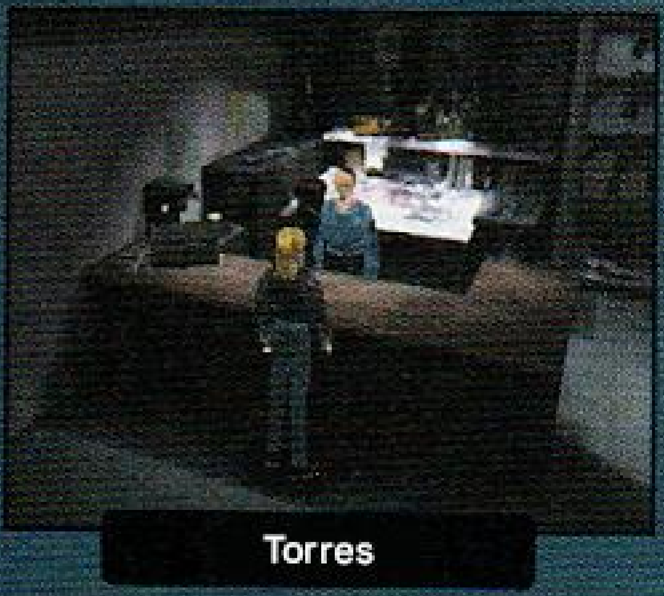
㉒ A battle with KERBEROS will occur here. By the way, you will no longer be able to enter this room after Day 4.

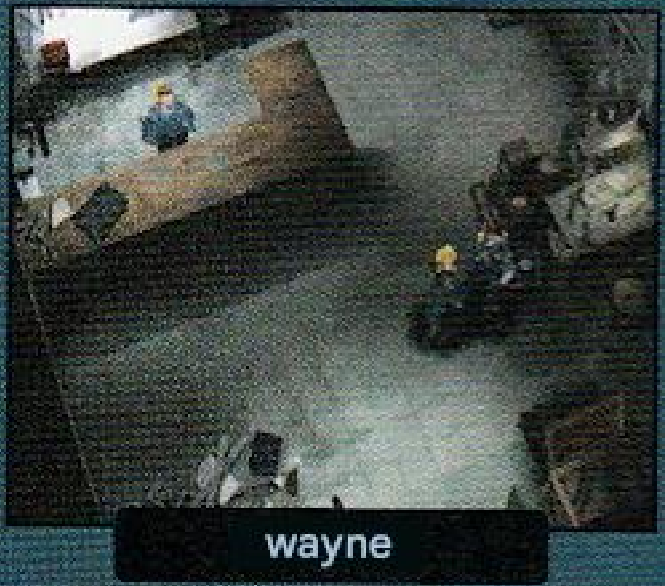
VS KERBEROS (→P.134)

How to use the Weapons Management Department

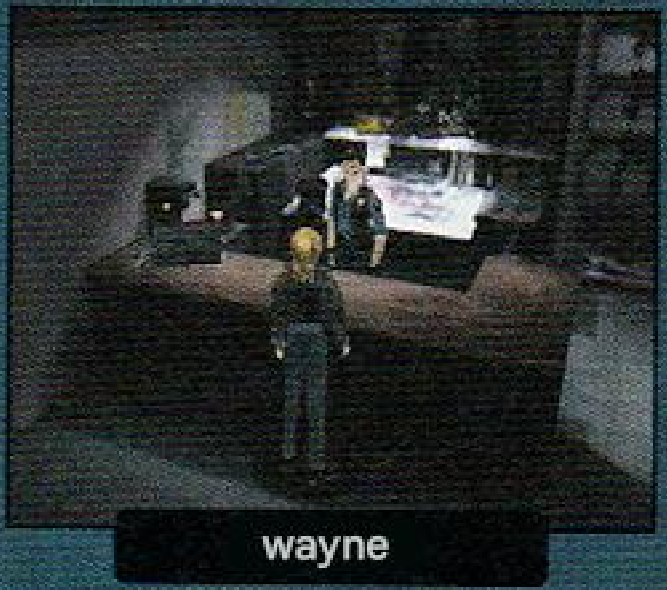
In the Weapons Management Department on the basement floor of the police station, you can do various things with the items Aya possesses. This will make the path to the ending easier. Here we will introduce the commands that can be executed in the Weapon Management Department.

Until Day3


Torres


wayne

After Day 4

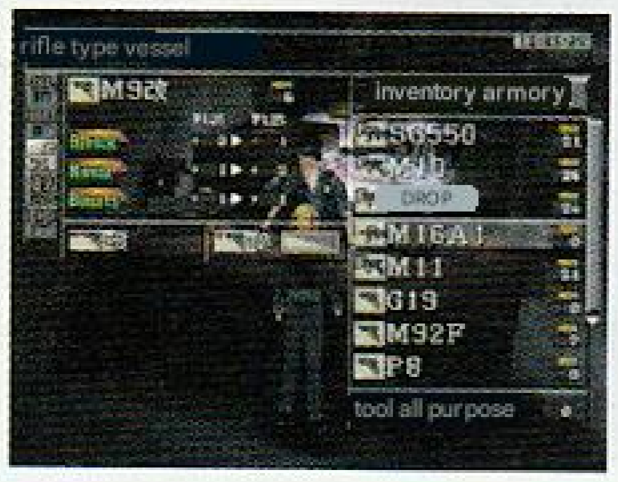

wayne

1 modification of equipment

On Days 2 and 3, you can give Torres the Modification Permit you received from Director Baker, and on Days 4 and 5, you can give Wayne either the Modification Permit or a trading card (rare trading card) you obtained during the game to add another slot to your equipment. If you give him a rare trading card, you can modify it up to two times per card (you can also add one slot to each of different pieces of equipment).

2 Storage of equipment

You can store equipment you can't carry in the armory, or pull it out and add it to your inventory. You can store up to 81 items. The icons lined up above, from left to right, are for selecting equipment, rearranging equipment, tuning up, allocating bonus points, and ending the command. The most useful icon is the tuning up icon, which allows you to directly select equipment in your armory as the target for tuning up, not just equipment you have in your possession. When doing so, you can also choose to use tools (or utility tools) from either the ones in your warehouse or those in your inventory.



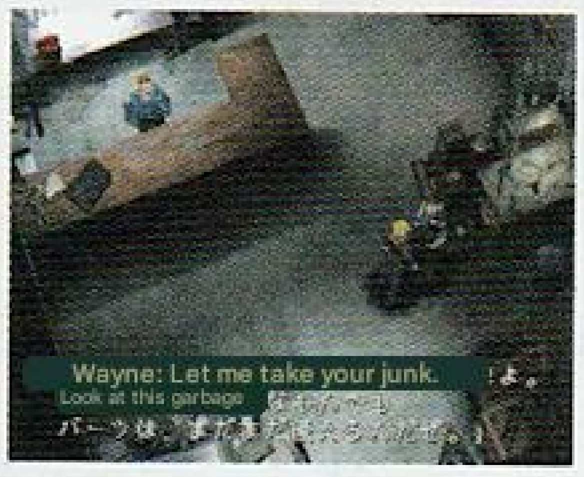
◆When tuning up, you can also select equipment stored in the armory.

3 Storing items

You can store and withdraw items other than equipment from the warehouse. The maximum number that can be stored is 100. When moving an item from the inventory to the warehouse (or vice versa), first select an empty space in the destination window, then select the target item, which allows you to move it with fewer operations. The icons lined up above, from left to right, select an item, rearrange items, and end the command.

4 junk disposal

This will dispose of all the junk in your inventory at once. If you do this repeatedly... (→P.284)


Wayne: Let me take your junk.
Look at this garbage

◆Try not to throw away junk and have Wayne dispose of it for you.

5 Rare trading card collection

You can see a list of all the rare trading cards you've given Wayne up to that point (no graphics will be displayed). If you check this collection every time you give him a rare trading card, something great will happen... (→P.285).

SOHO

ソー・Ho ー

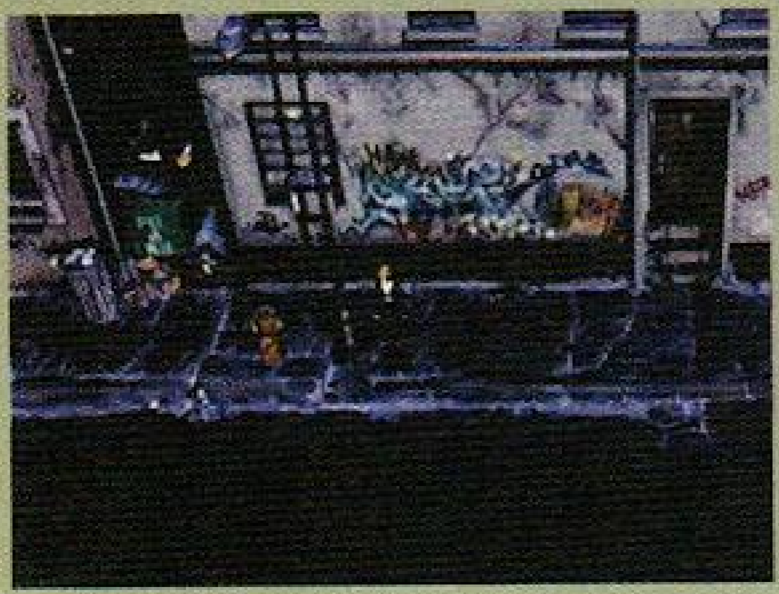
Central Park
Museum
Carnegie Hall
Soho

Day1	×	Day4	○
Day2	×	Day5	○
Day3	○	Day6	×

It used to be a warehouse district, but in the 1970s, young artists began to renovate the warehouses into residences and galleries and settled there, making it a bustling area for artists. Incidentally, the name SoHo is an abbreviation of South of Houston (meaning the south side of Houston Street), and there is also an area called NoHo (North of Houston) on the other side of the street.

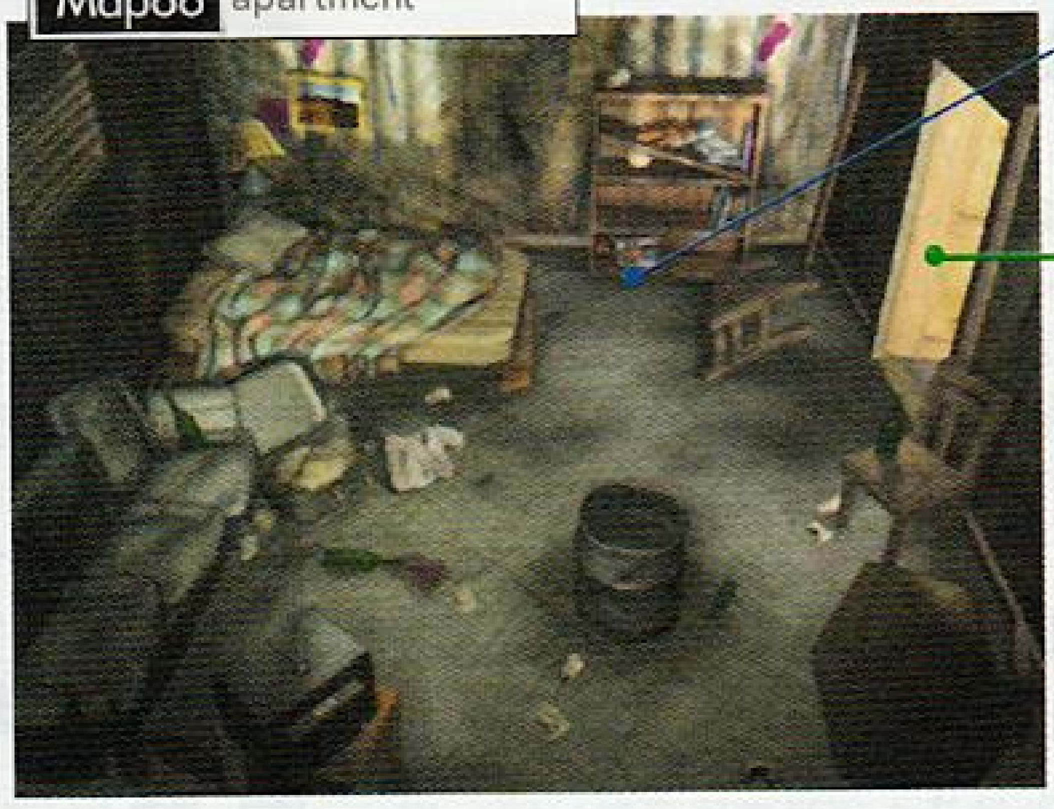
soho in game

As you'd expect from a town of artists, there are pictures and writings painted on the walls everywhere. If you look closely, you'll see a certain name... (→P.297).

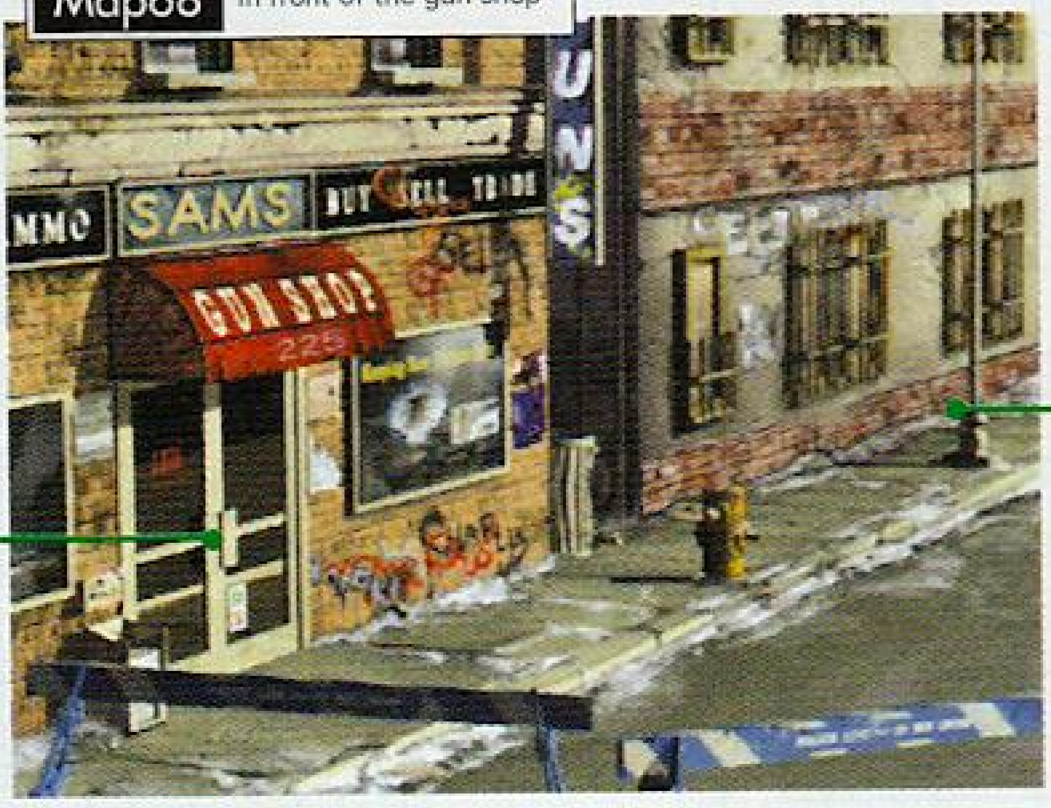


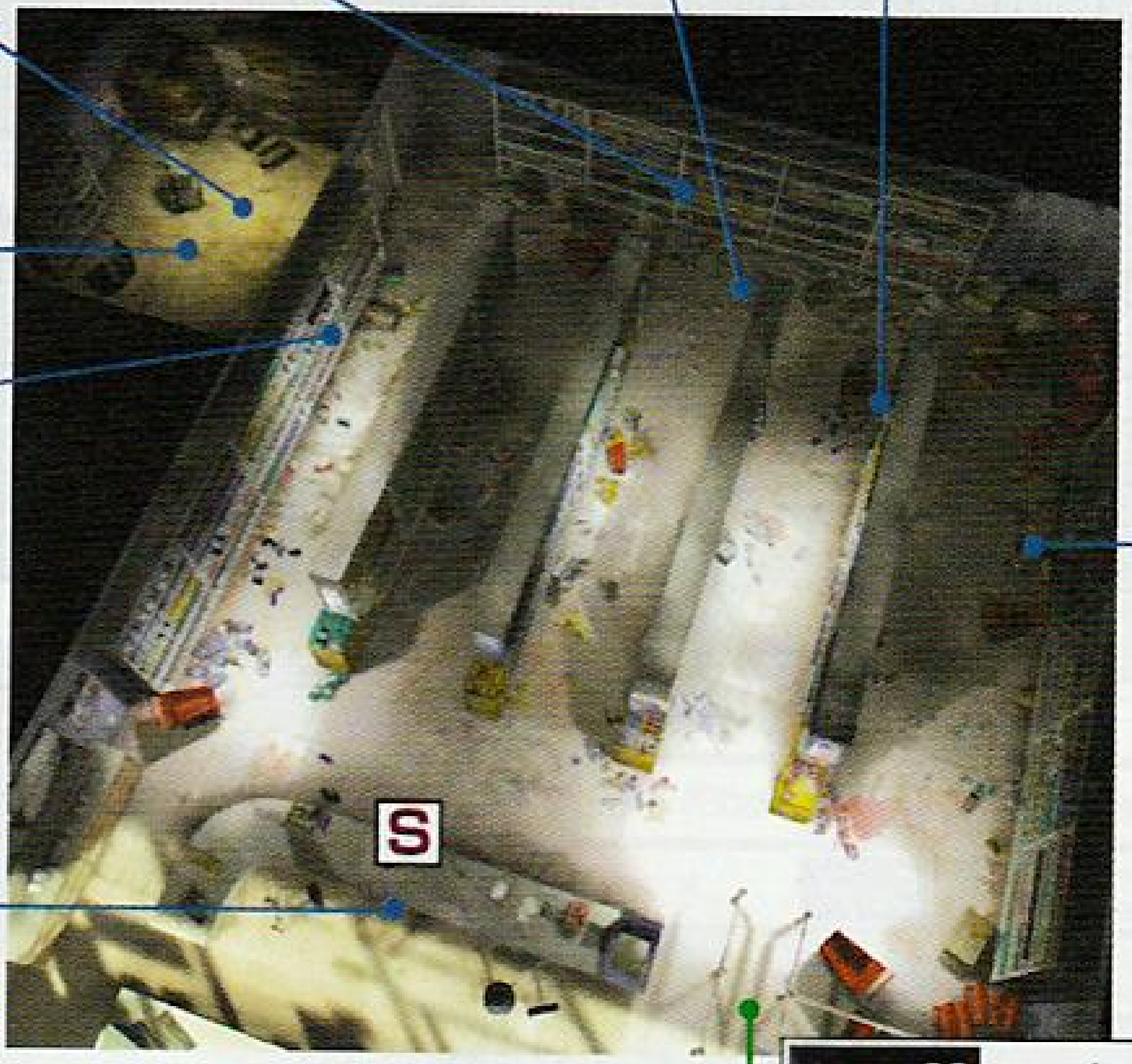
◆It is usually daytime, but depending on the timing, you can see Soho at night (→P.297).

Map66 apartment



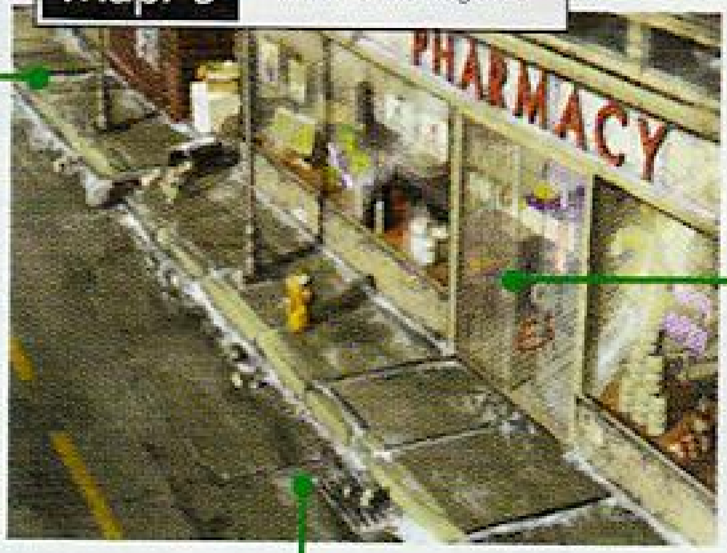
Map68 In front of the gun shop




[Movement restriction treatment drug]
Recovery agent 2
PE Defense +1 (80%)
PE Defense +2 (20%)
CR Avoidance +1 (80%)
CR Avoidance +2 (20%)
tool
recovery agent 3
S
Defense +1 (80%)
Defense +2 (20%)

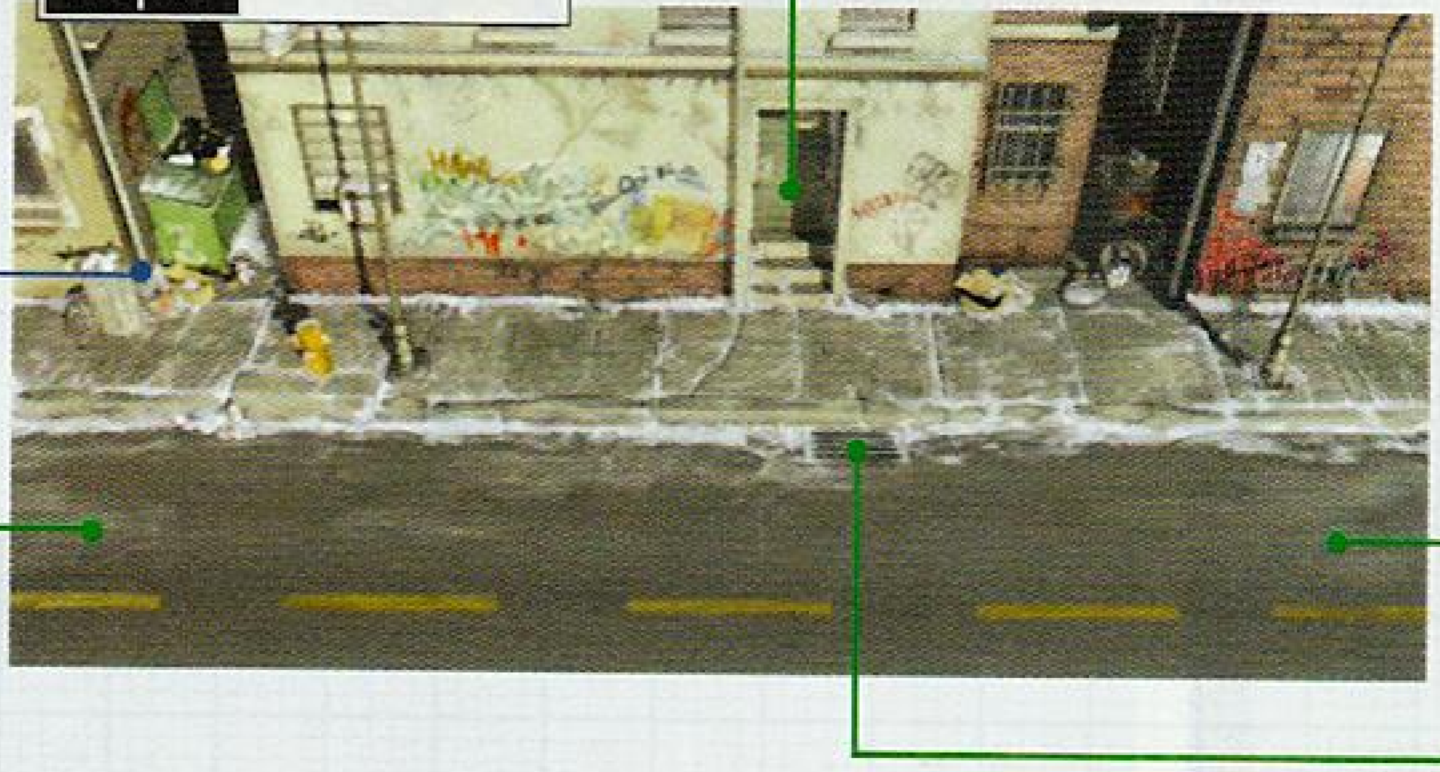
Map71 drug store

Map70 In front of the drug store



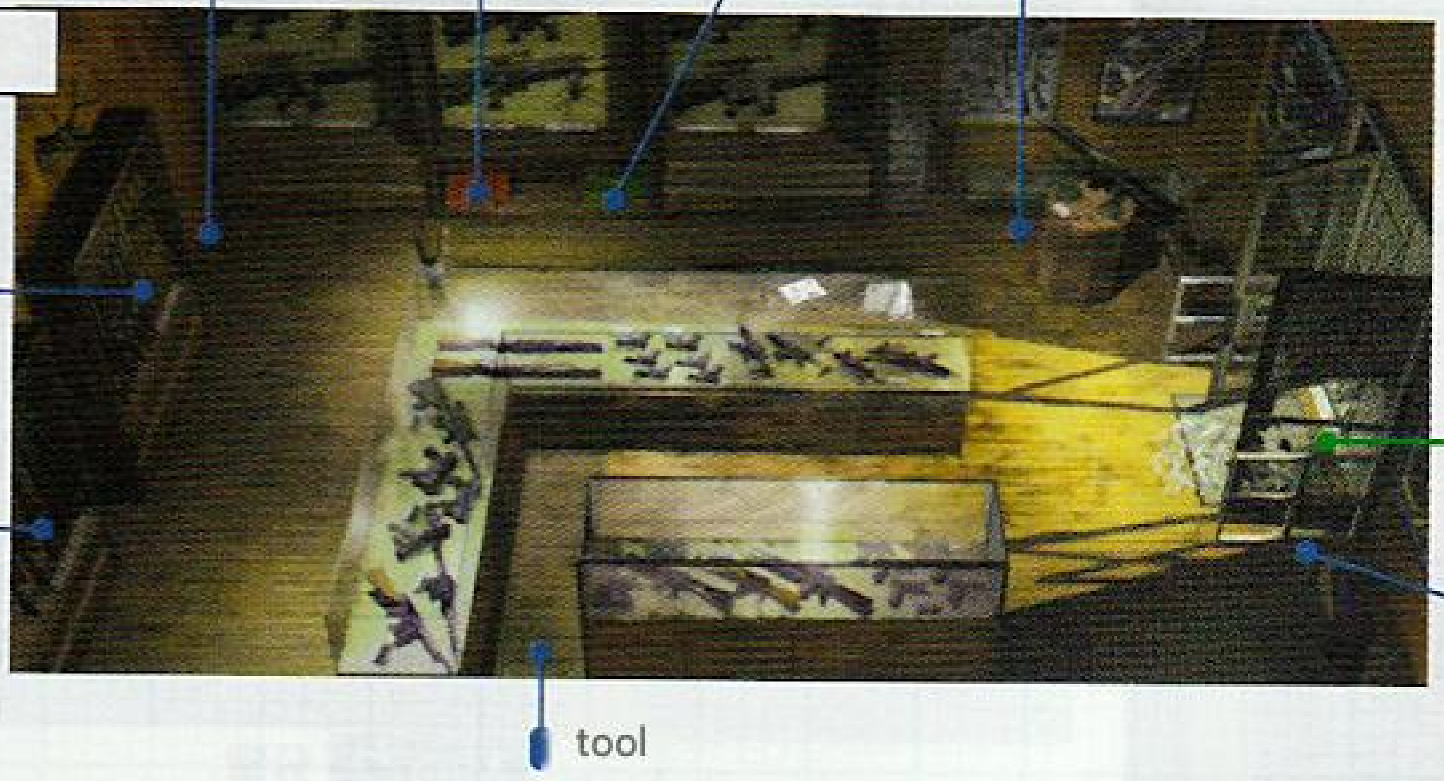
Go to panoramic map

Map67 In front of the apartment


Trading card

View map (only when the police car is parked)

Map69 gun shop


[Ammo +15
Club Kai 2 M11
Hit range +1 (80%)
Hit range +2 (20%)
G19
Cr vest
[Load capacity +1 (80%)
Magazine capacity +2 (20%)
tool

N.Y.P.D.#17

New York City Police Department 17th Precinct

SoHo
Carnegie Hall
N.Y.P.D. #17
Central Park

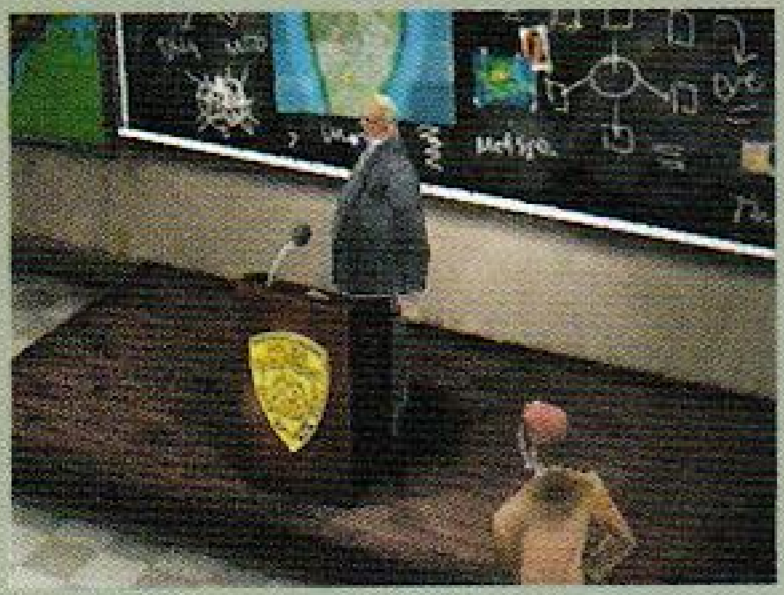
Day1	×
Day2	Map72~84
Day3	(Before Eve's attack) Map 72~84
Day3	(After Eve's attack) Map 85~110
Day4	Map85~109
Day5	Map85~109
Day6	×

NYPD POLICE

The New York Police Department (NYPD) is the largest law enforcement organization in the United States, with precincts throughout New York. Precinct 17 is located a few blocks south of Central Park.

NYPD in game Branch 17

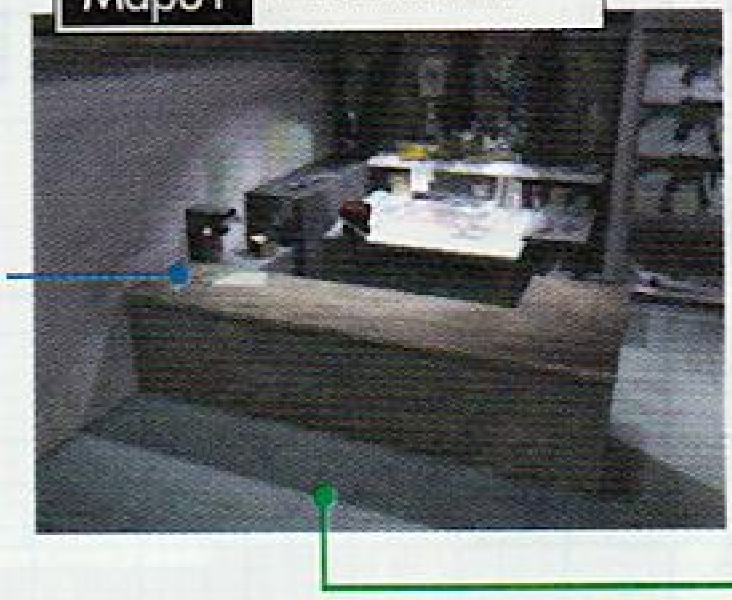
The design is modeled after a New York police station, but the layout of the rooms is unrelated to the real-life 17th Precinct. Maps 85-93 and 95-97 will revert to the state before Eve's attack (the CG of Maps 72-84) after the battle with Spider-Woman 1 on Day 4.



◆The logos on the reception desk and conference room are the same as those of the real New York City Police Department.

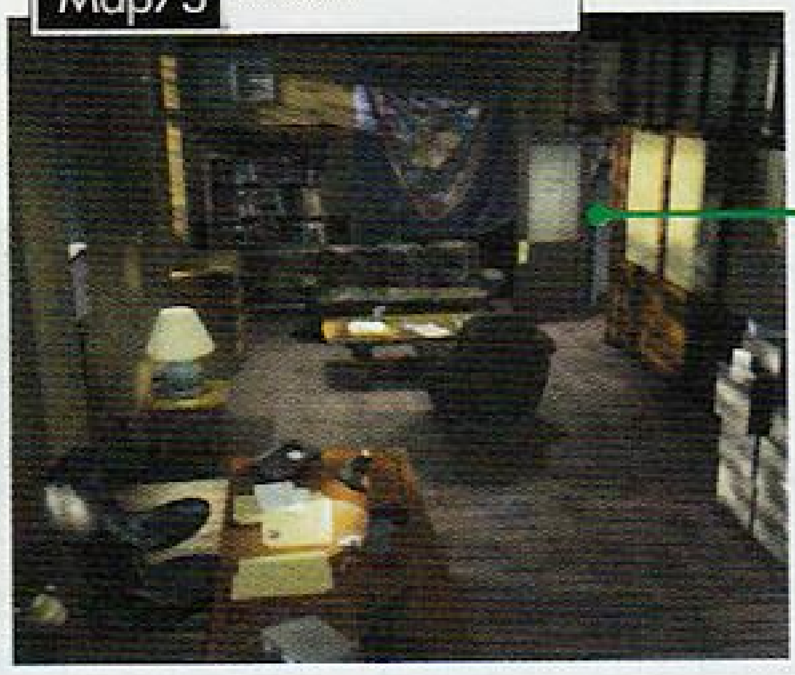
1~B1F (Day2)

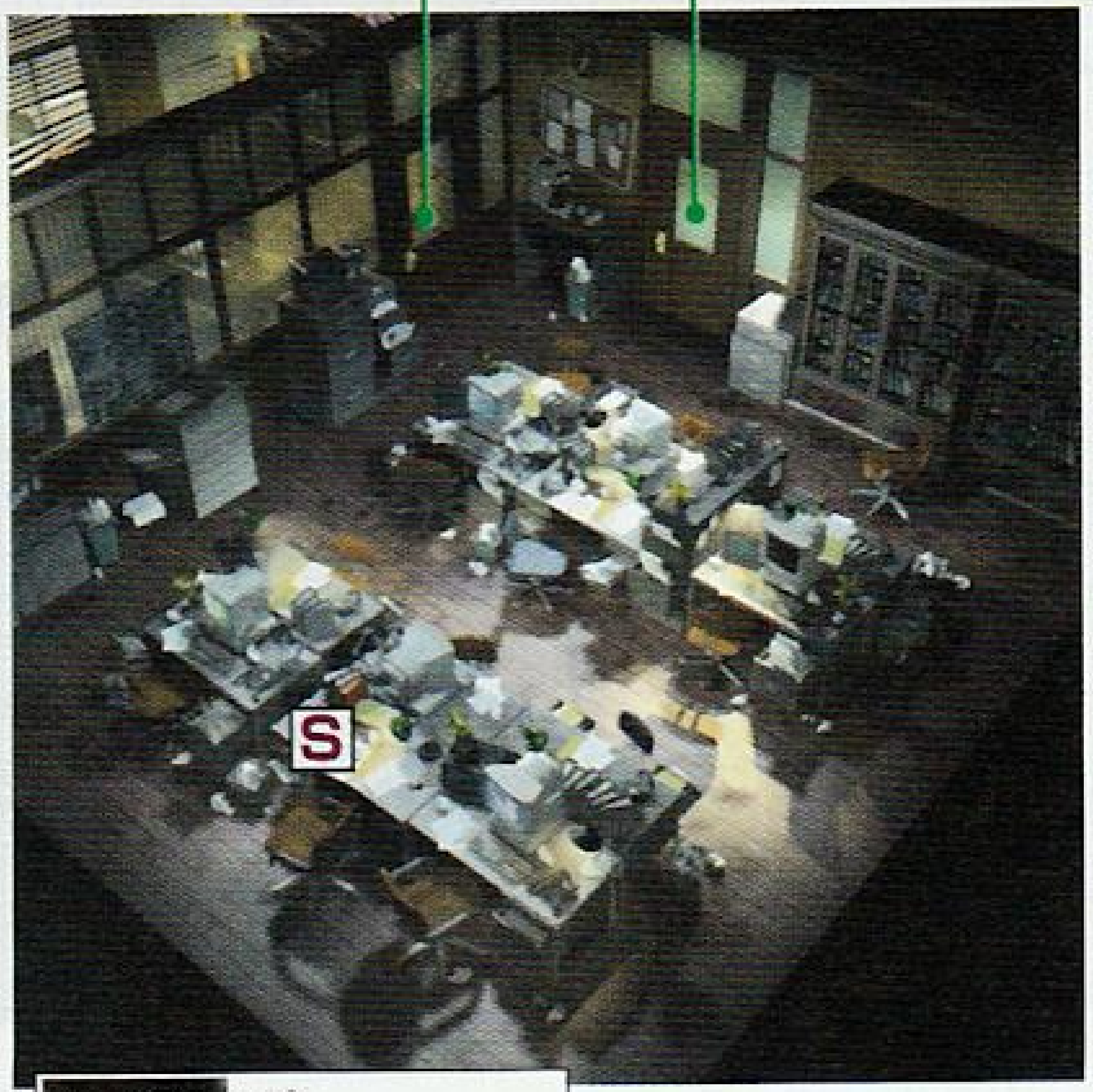
Map81 Arms Management Department B



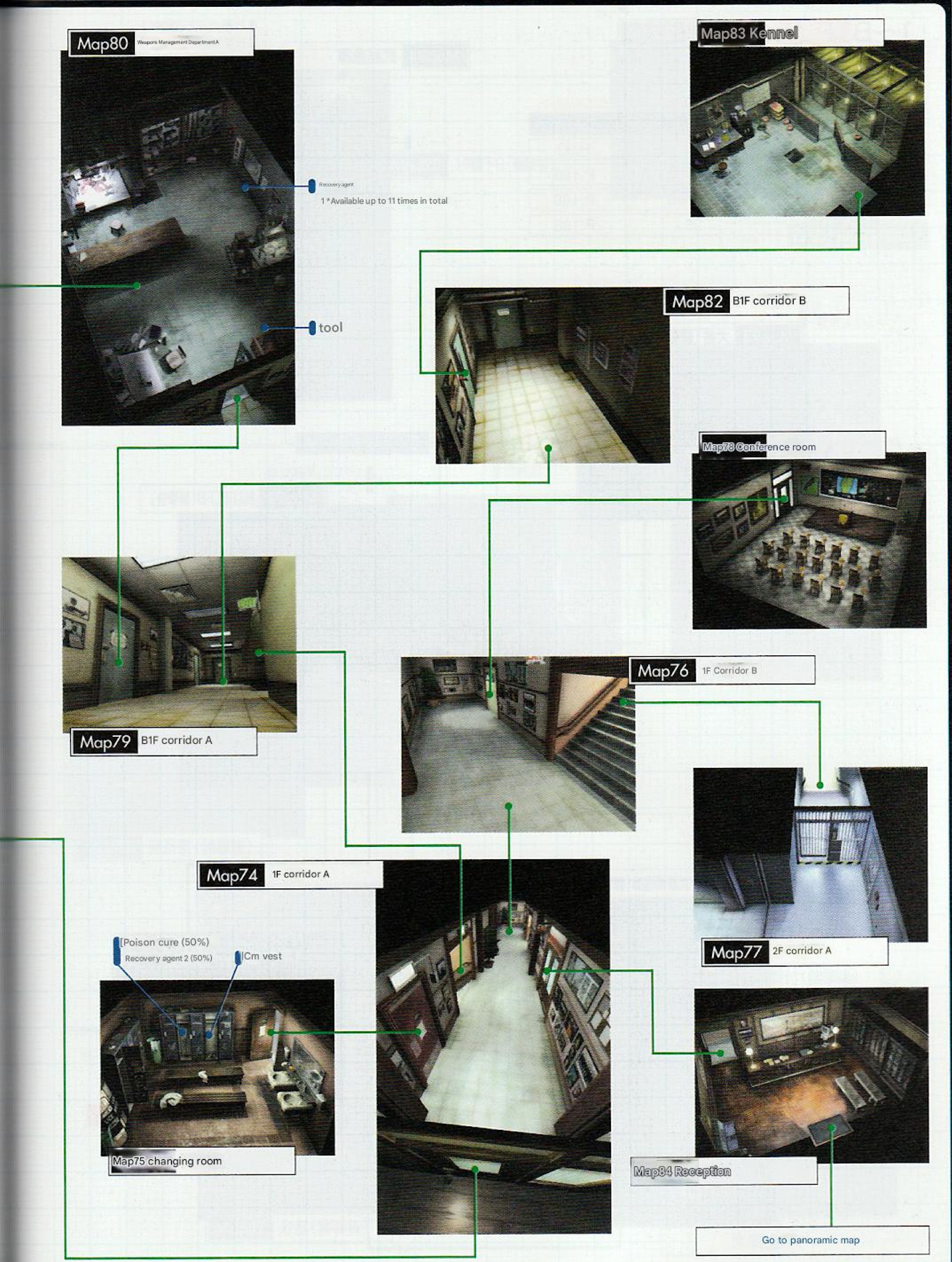
*Can be obtained up to 11 times in total

Map73 Minister's Office





Map72 Branch


Map80 Weapons Management Department A
Recovery agent
1 *Available up to 11 times in total
tool
Map83 Kennel
Map82 B1F corridor B
Map78 Conference room
Map79 B1F corridor A
Map76 1F Corridor B
Map74 1F corridor A
[Poison cure (50%)
Recovery agent 2 (50%)
|Cm vest
Map77 2F corridor A
Map75 changing room
Map84 Reception
Go to panoramic map

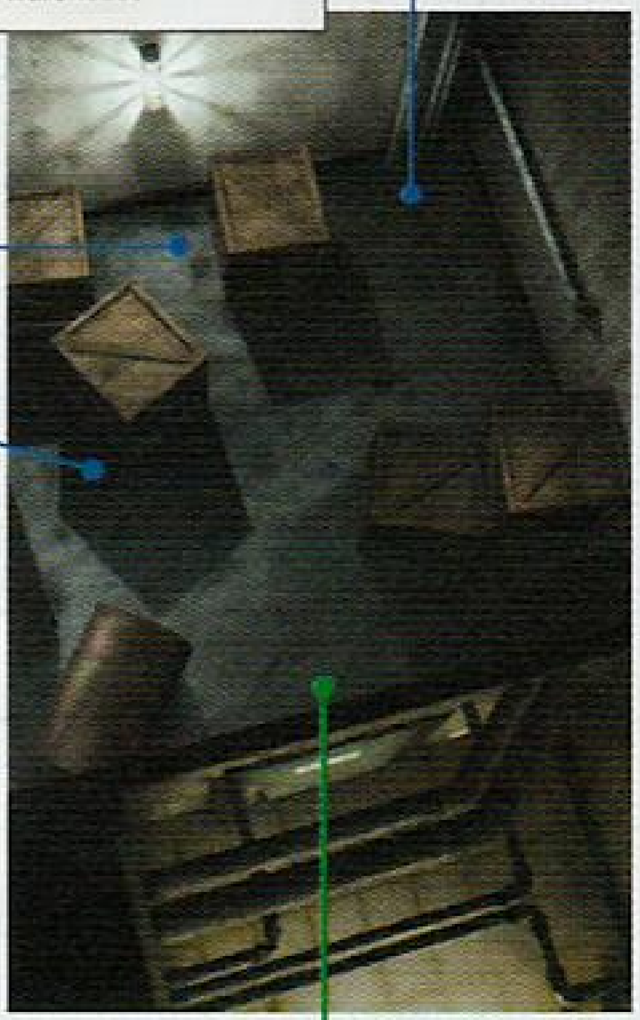
New York City Police Department 17th Precinct

1F~B1F (Day 3 onwards)

● Debut NMC

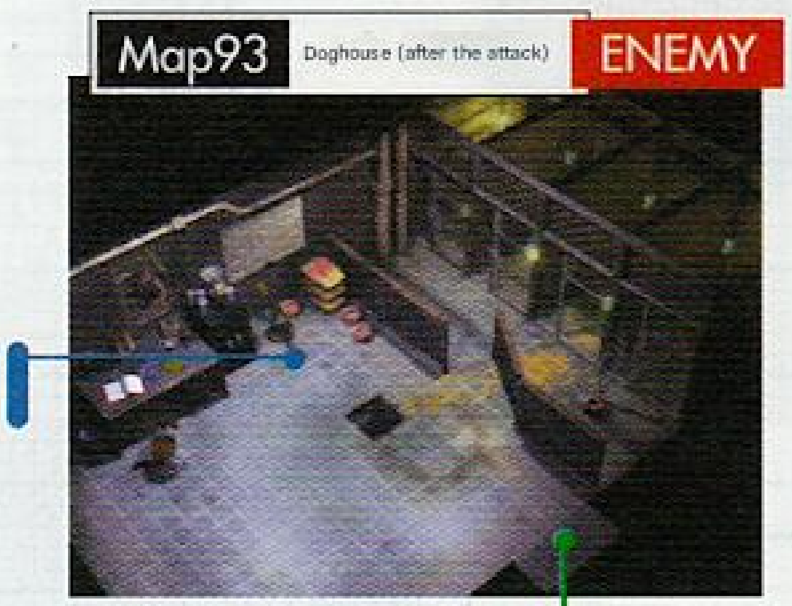
NAME	MAP	DATA
RAT3	86	P.92
CROW2	86、90	P.100
DOGMAN1	90、93	P.106
SPIDER1	96	P.108

Map94 weapons warehouse

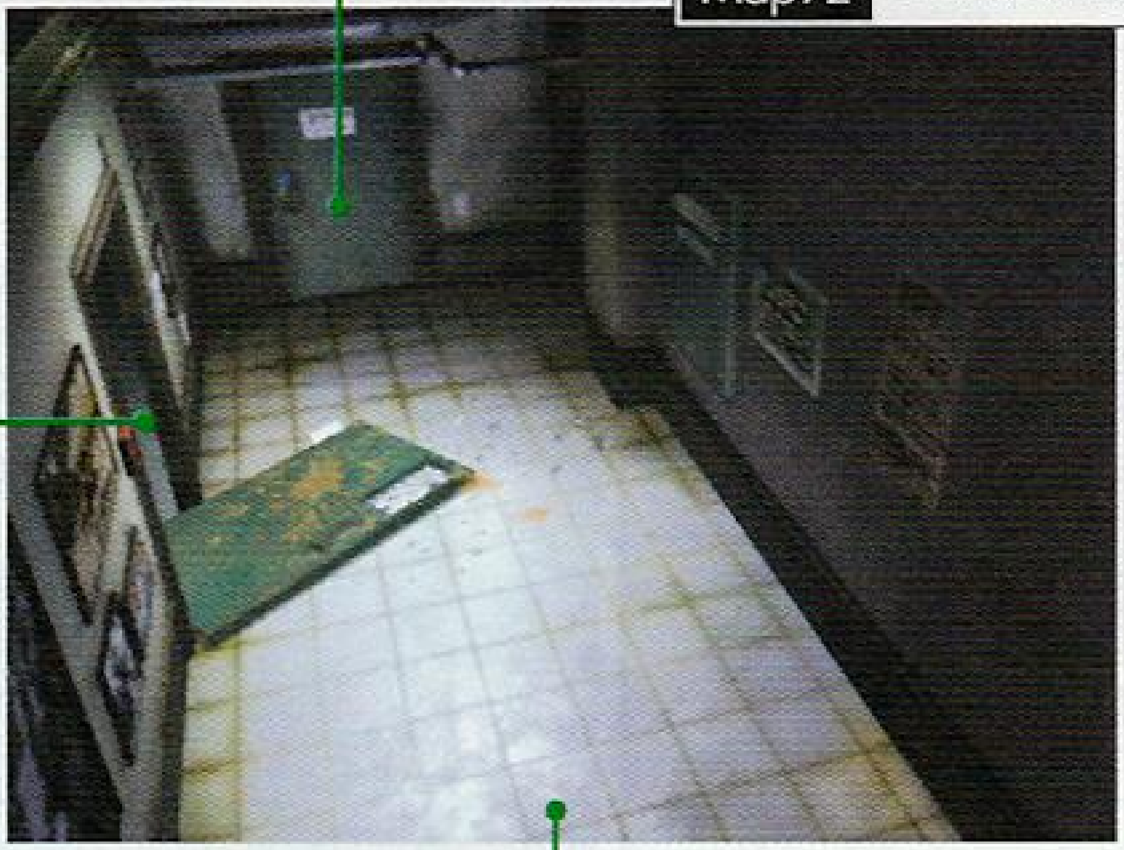

Attack power +1 (80%)
Attack power +2 (20%)
tool
MP5K

Required Weapon Warehouse Key

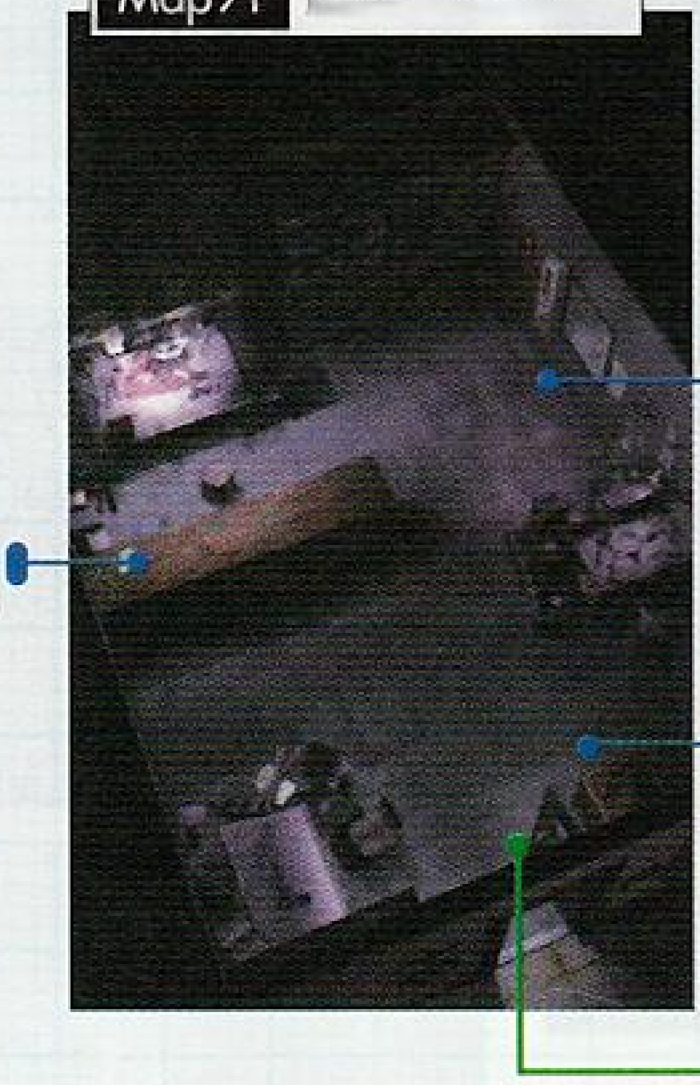
Map93 Doghouse (after the attack) ENEMY

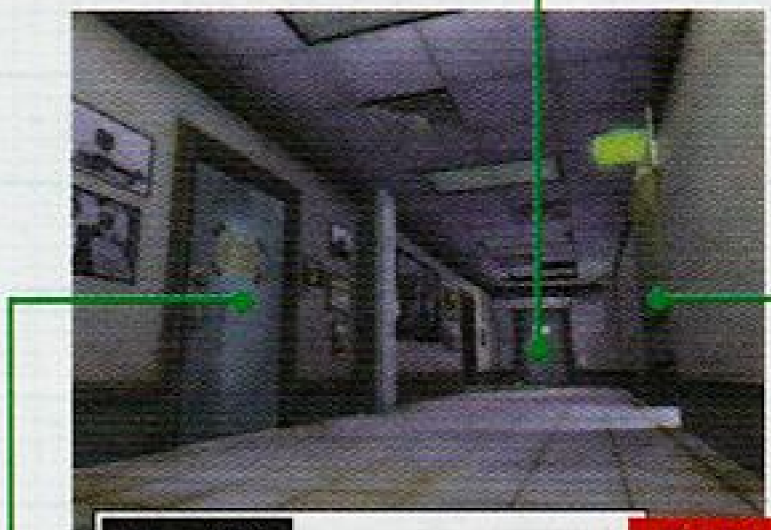

Bullet +6
(from Cathy)

Map92 B1F Corridor B (after the attack)



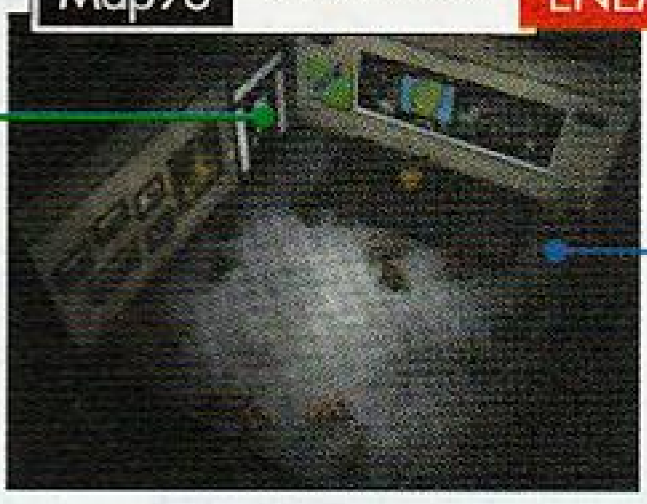
Map91 [illegible]


Recovery agent
2 *Can be obtained up to 11 times in total
+15 bullets
*Available up to 11 times in total
Tools
*Except when already obtained

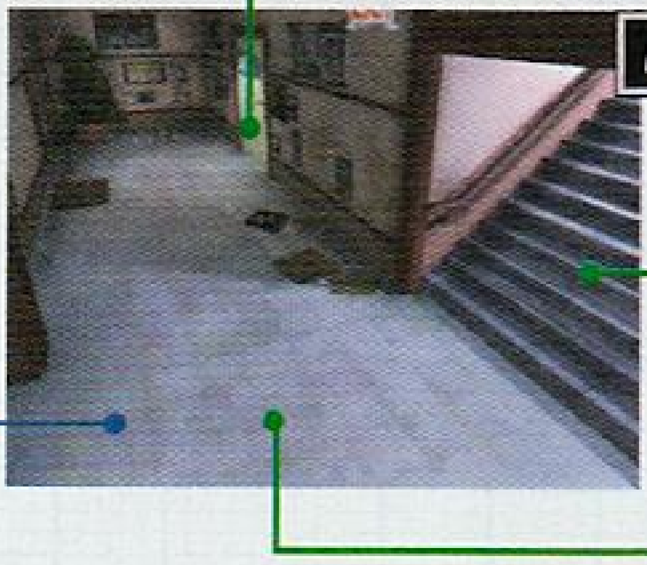


Map90 B1F Corridor A (after the attack) ENEMY

Map96 Conference room (after the attack) **ENEMY**



CM Best Kai



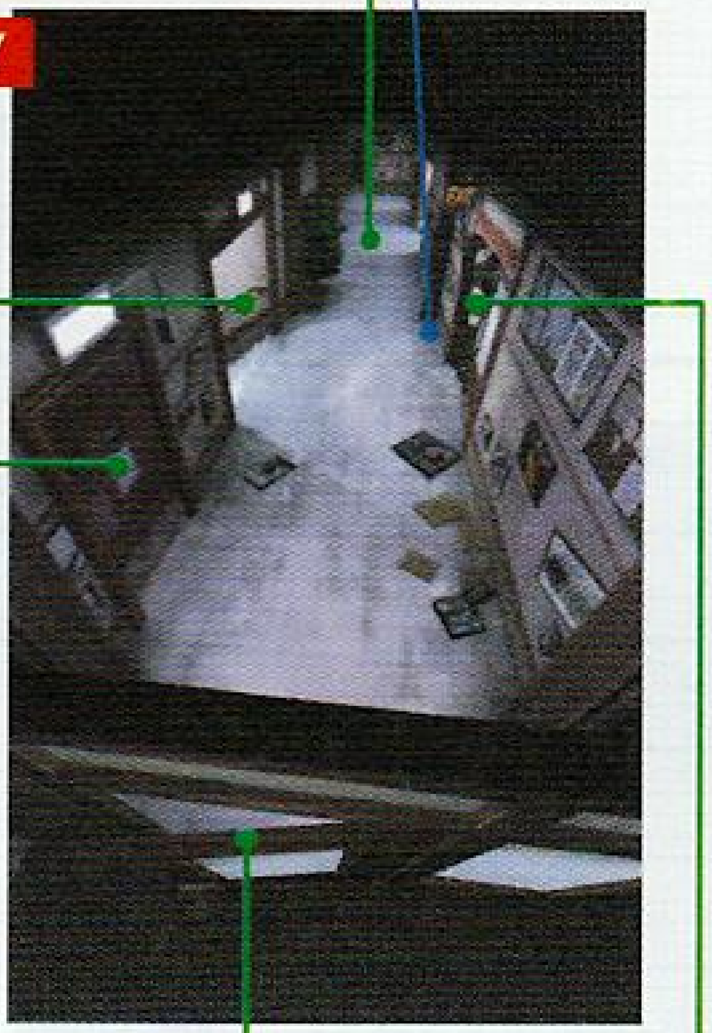
Map95 1F Corridor B (after the attack)

Map97 2F Corridor A (after the attack)

Bullet +15
(From the Knicks)

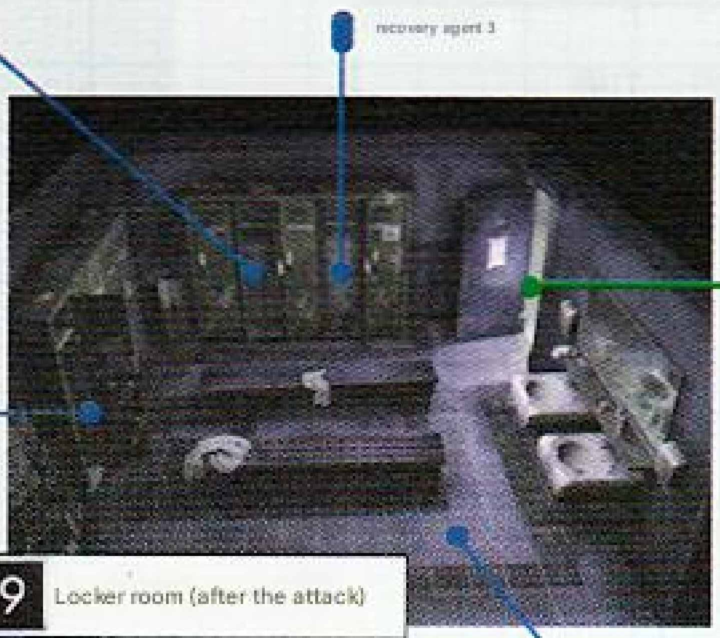
+6 bullets
(from police officers)

Map86 1F Corridor A (after the attack) **ENEMY**



Poison Cure (50%)
Recovery agent 2 (50%)
*Except when already obtained

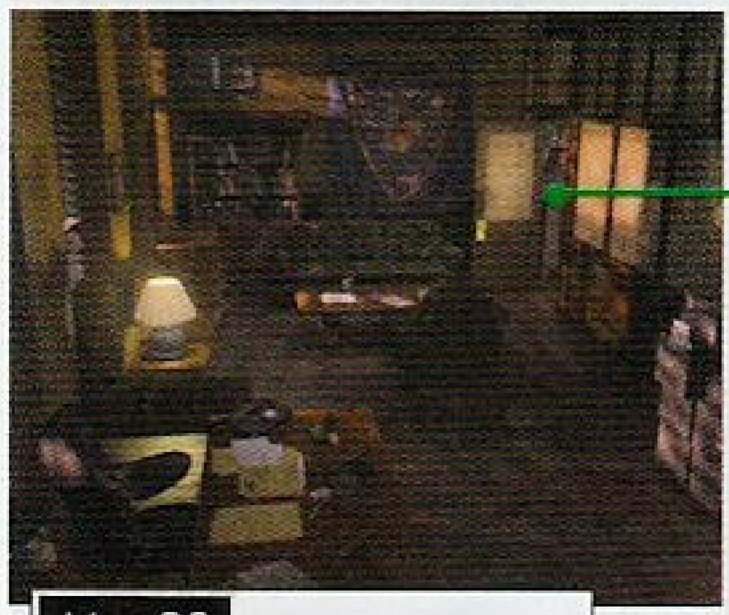
recovery agent 3



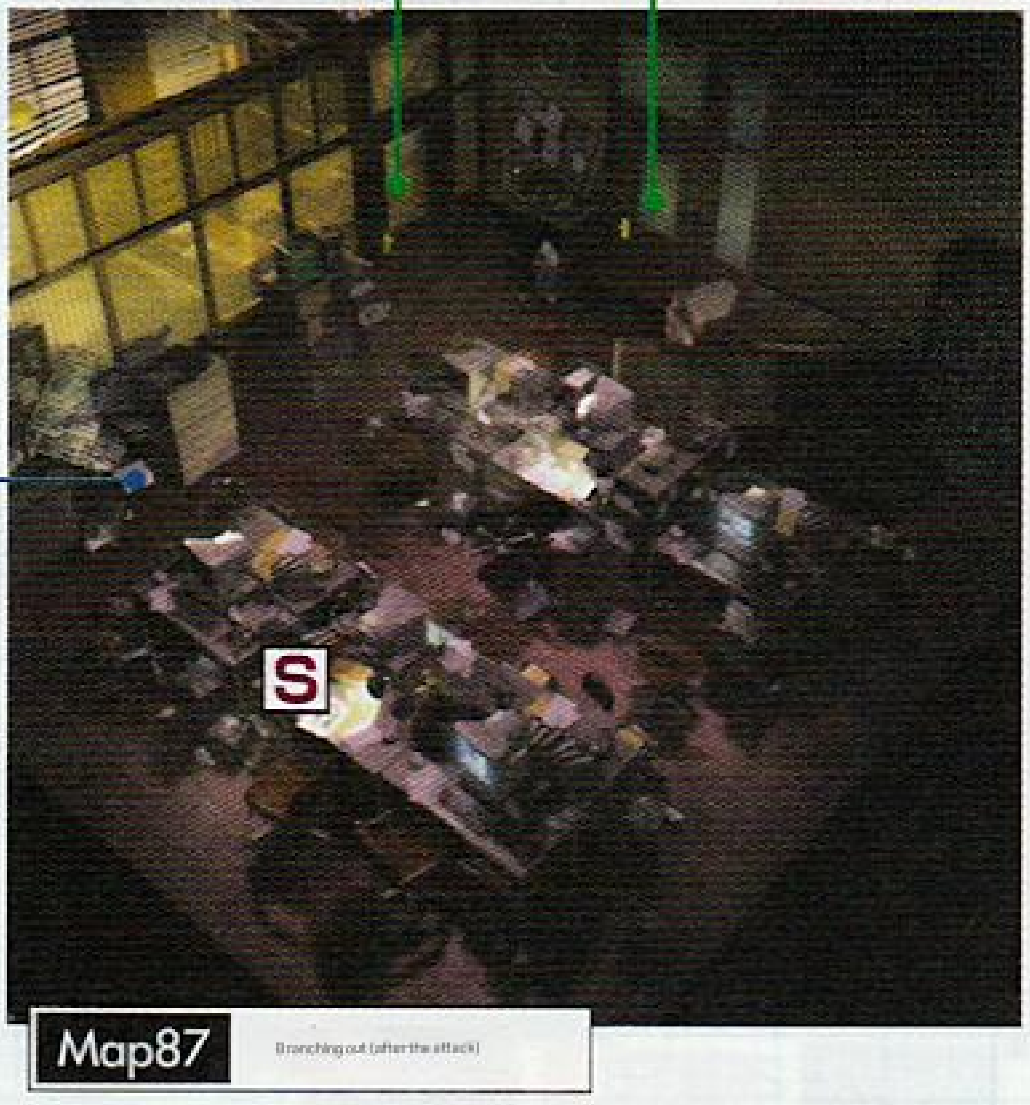
Trading
card (Locker key required)

Map89 Locker room (after the attack)

+6 bullets
(from police officers)



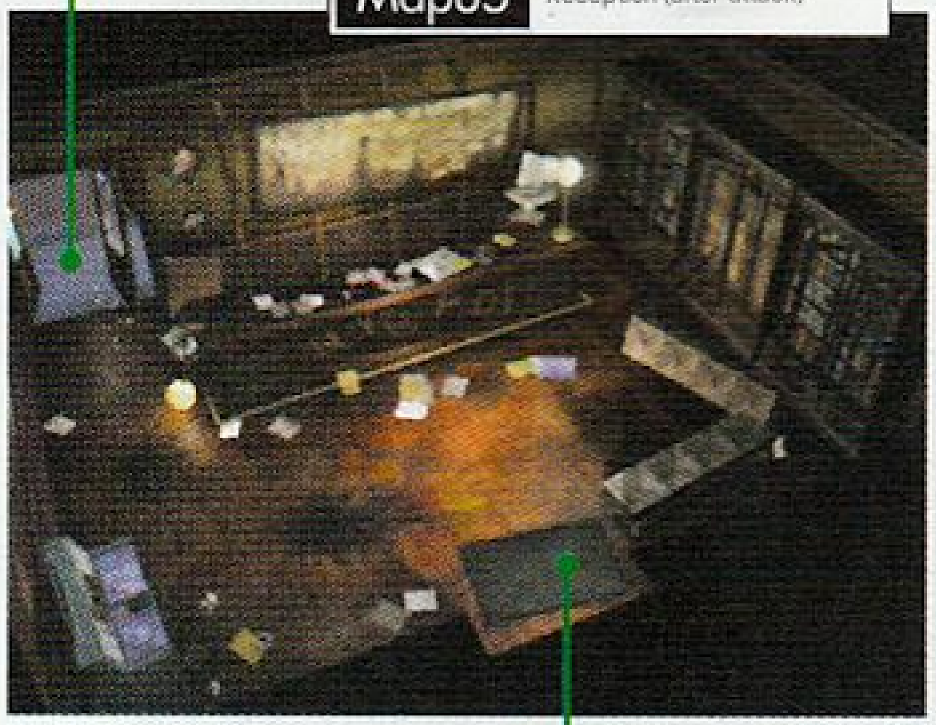
Map88 Minister's Office (after the attack)



+15 Bullets
(from Warner)

Map87 Branching out (after the attack)

Map85 Reception (after attack)

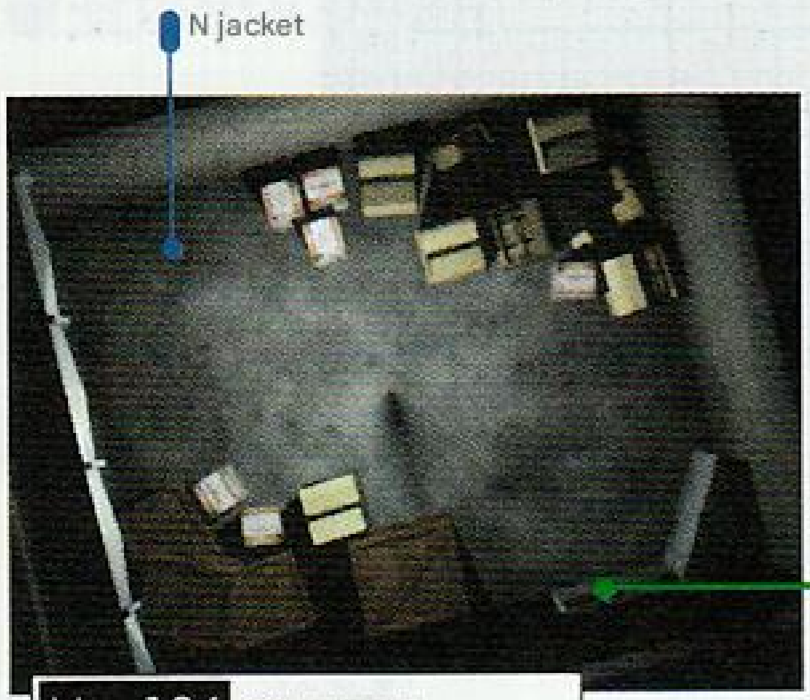


Go to panoramic map

New York City Police Department 17th Precinct

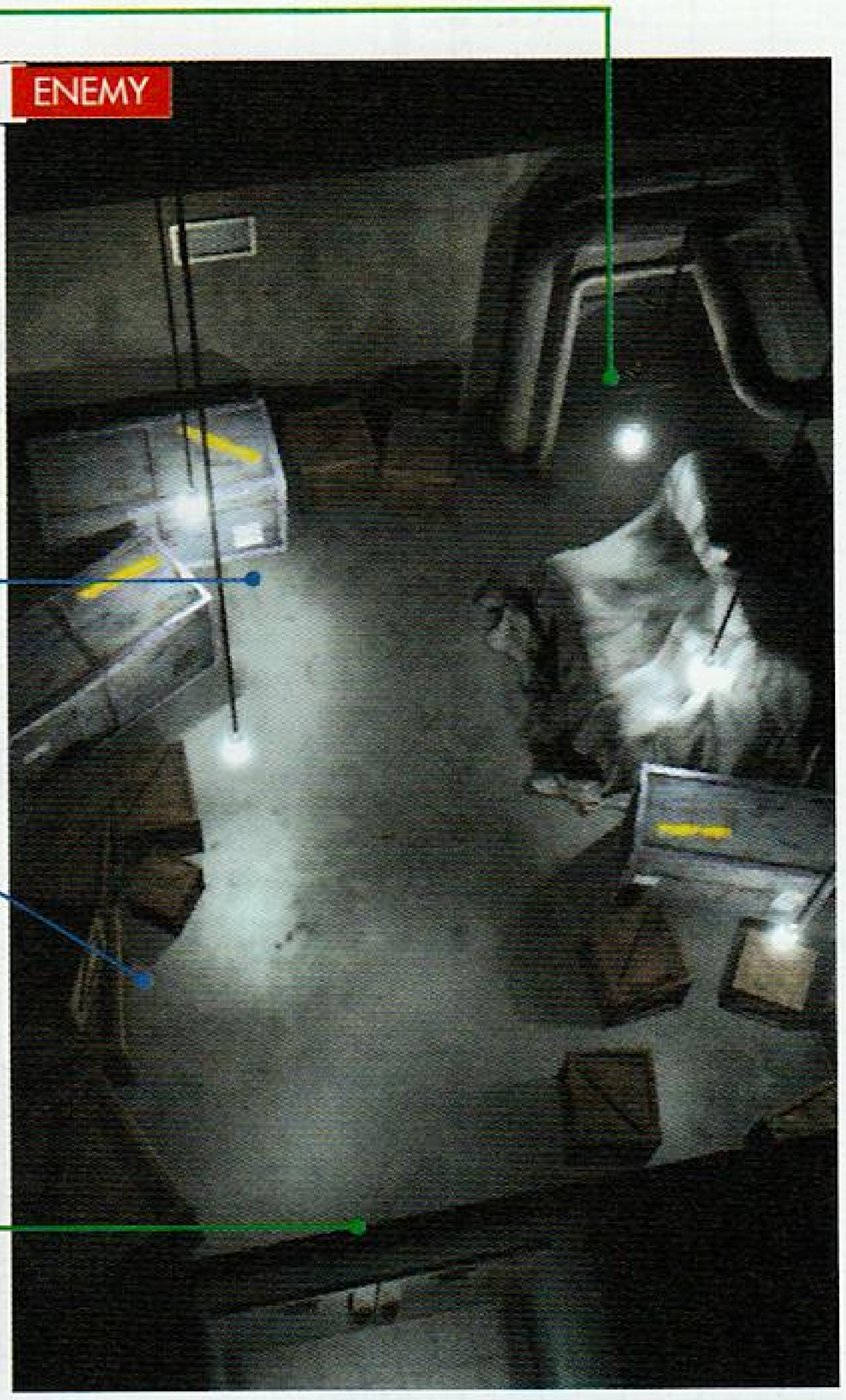
2nd to 4th floors (Day 3 onwards)

N jacket



Map106 3F Warehouse B

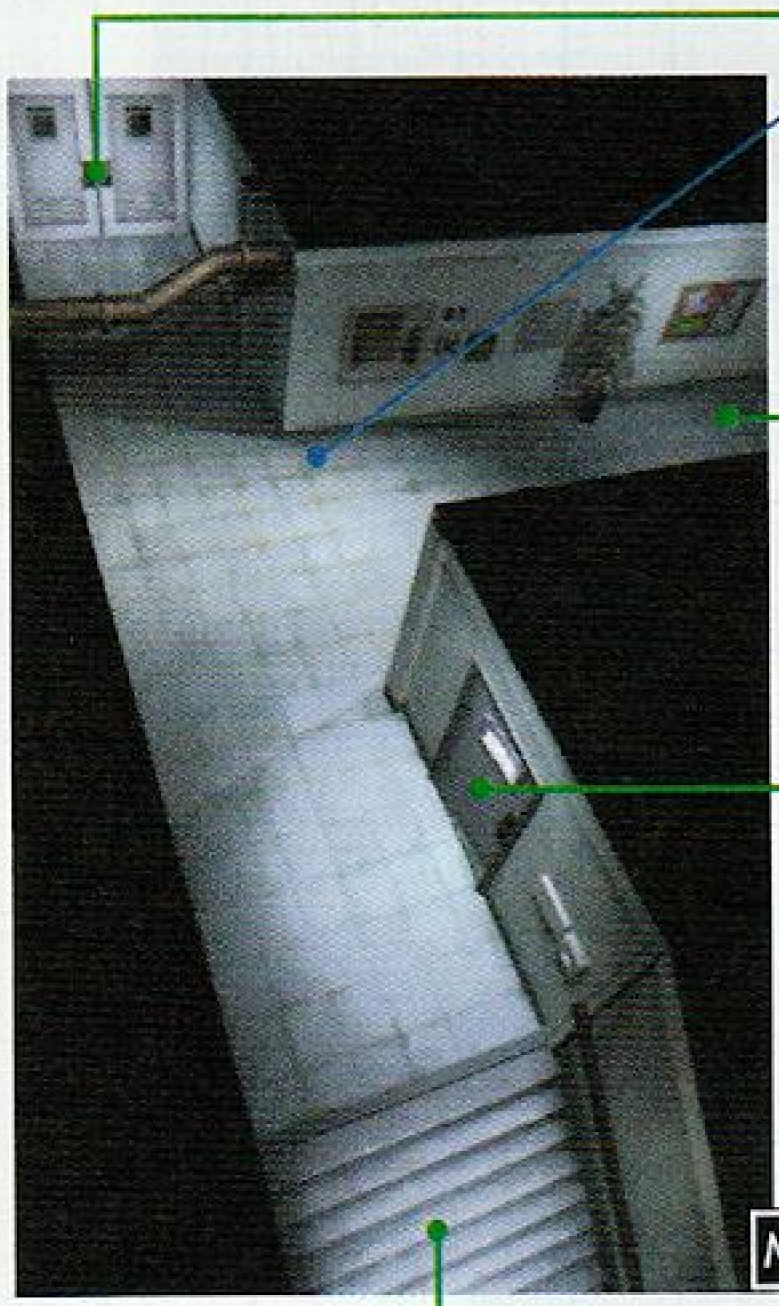
Map105 3F Warehouse A **ENEMY**



+6 bullets
(from police officers)

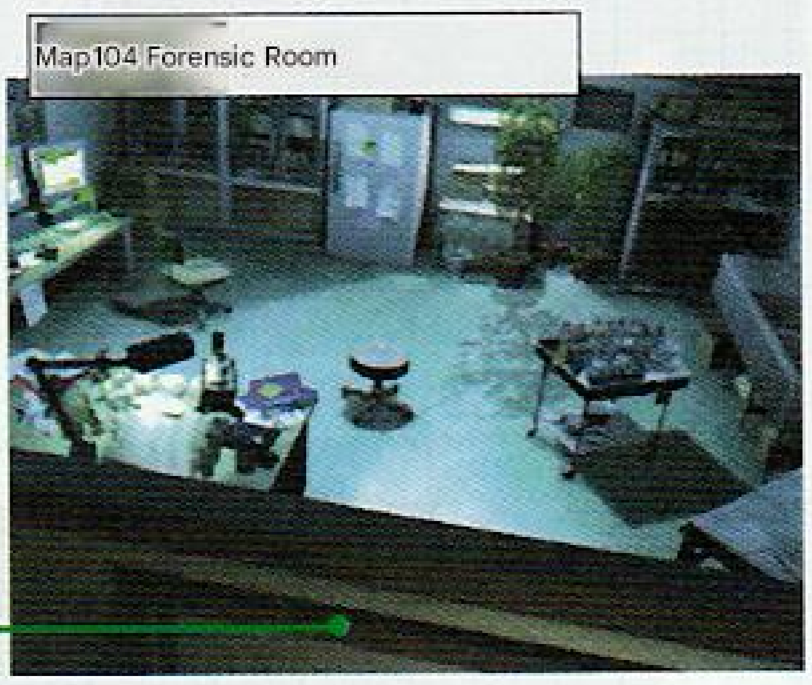
Defense +1 (80%)
Defense +2 (20%)

Locker Key (from the police officer)



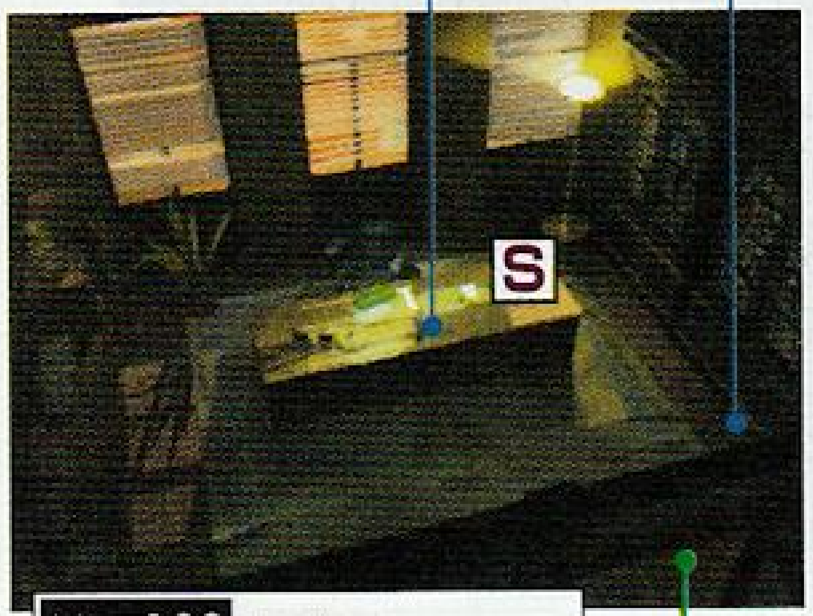
Map103 3F corridor A **ENEMY**

Map104 Forensic Room

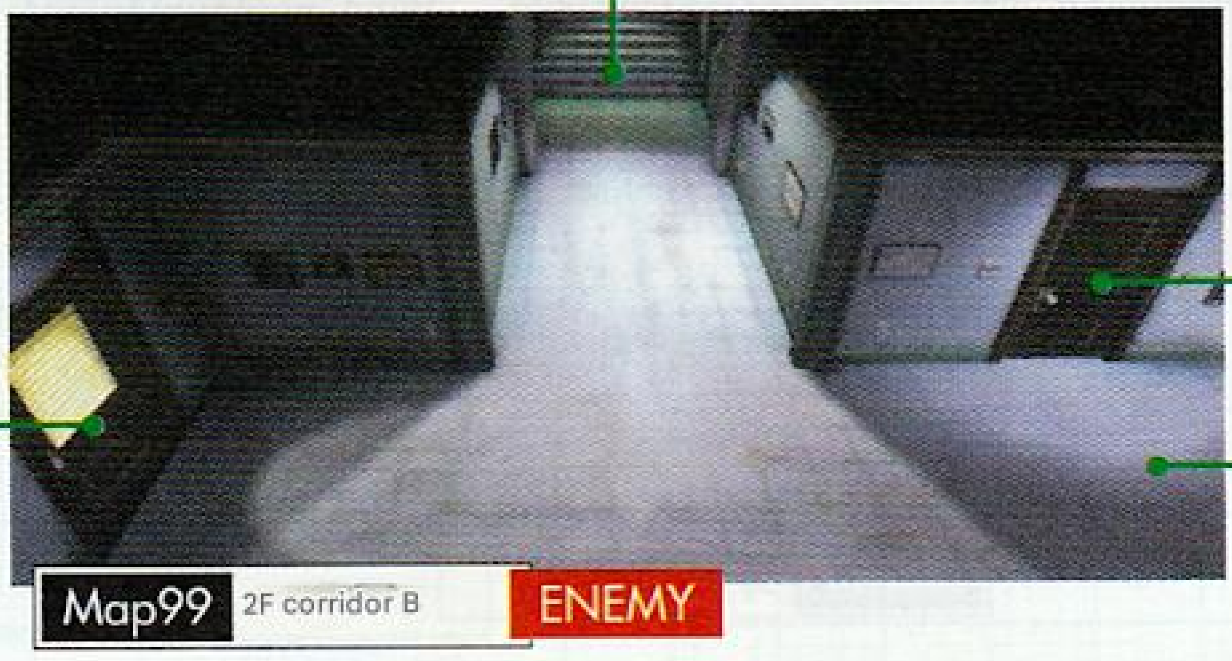


recovery agent 3

CR Avoidance +1 (80%)
CR Avoidance +2 (20%)



Map102 Director's Office

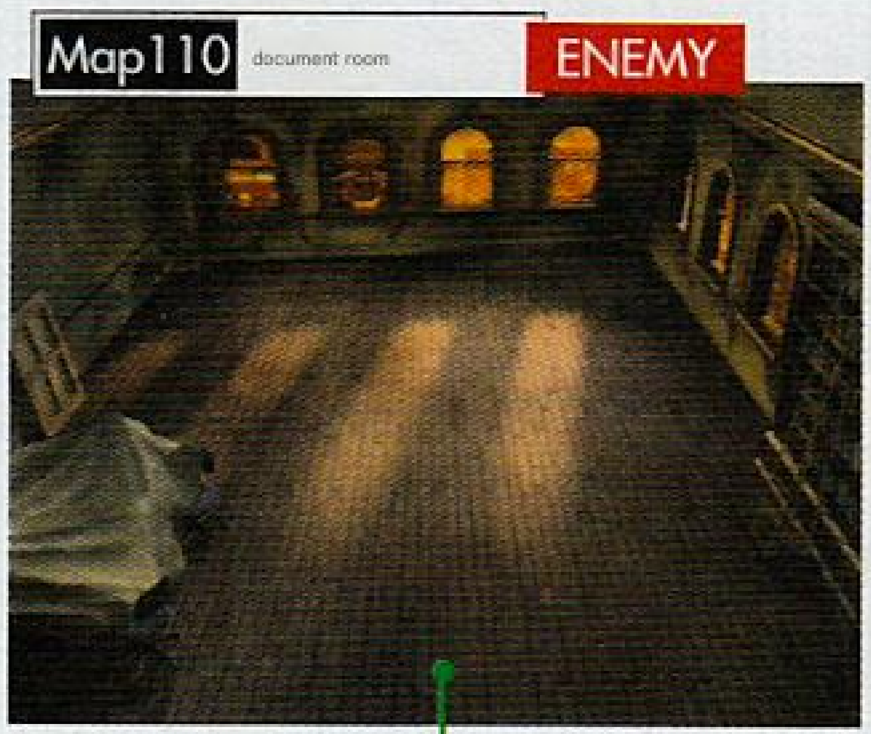


Map99 2F corridor B **ENEMY**

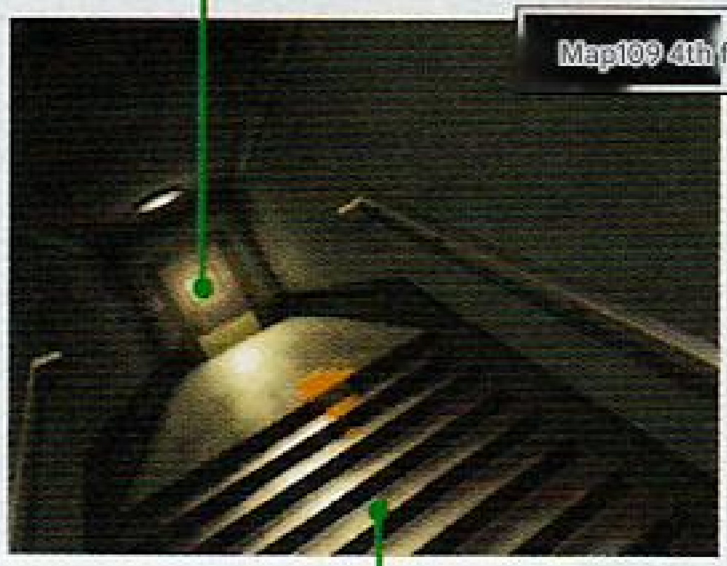
● Debut NMC

NAME	MAP	DATA
RAT3	98、103	P.92
CROW2	97、103、108	P.100
DOGMAN1	100、107	P.106
BIG-DOGMAN	105	P.106
SPIDER1	97、98、99、107、108	P.108
KERBEROS	110	P.134

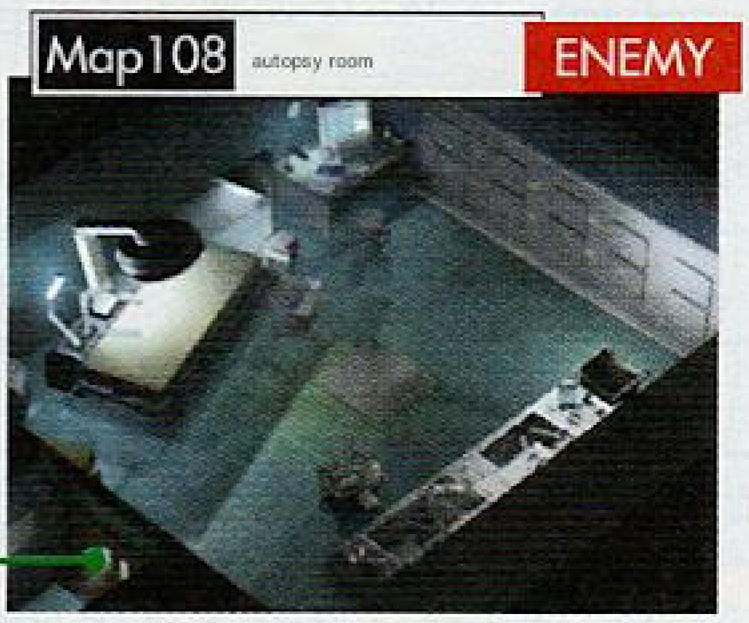
Map110 document room **ENEMY**

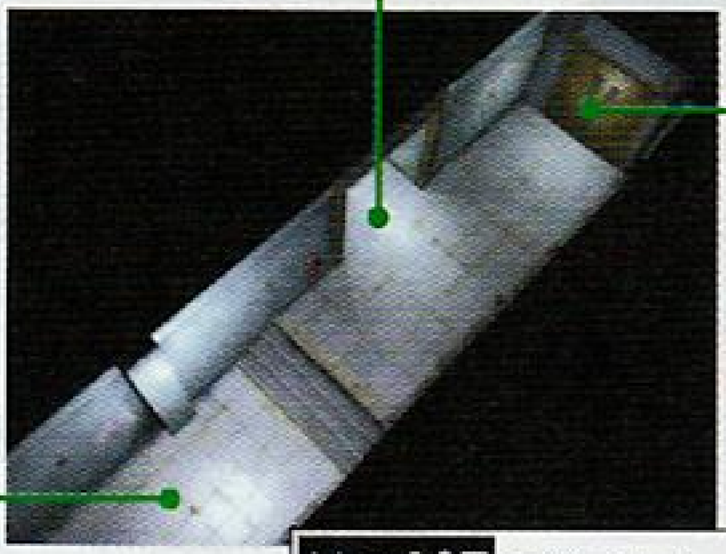


Map109 4th floor corridor

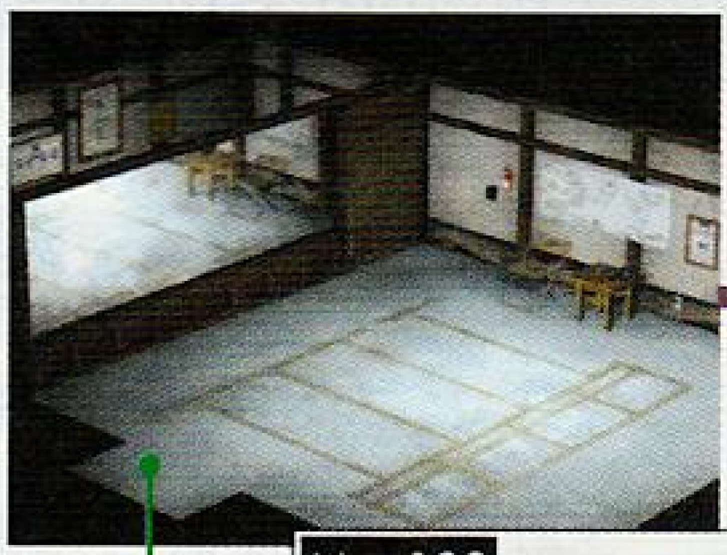


Map108 autopsy room **ENEMY**





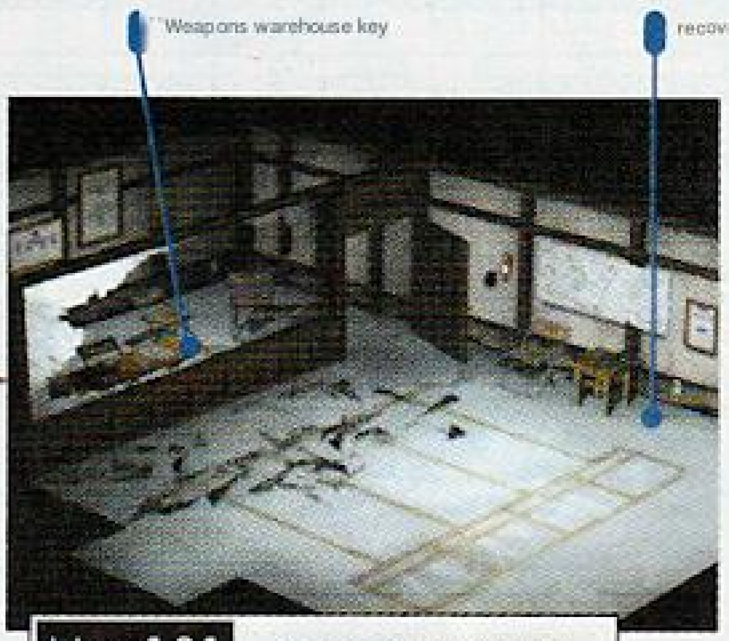
Map107 3F Corridor B **ENEMY**



Map100 Suspect identification room **ENEMY**

Weapons warehouse key

recovery agent 3

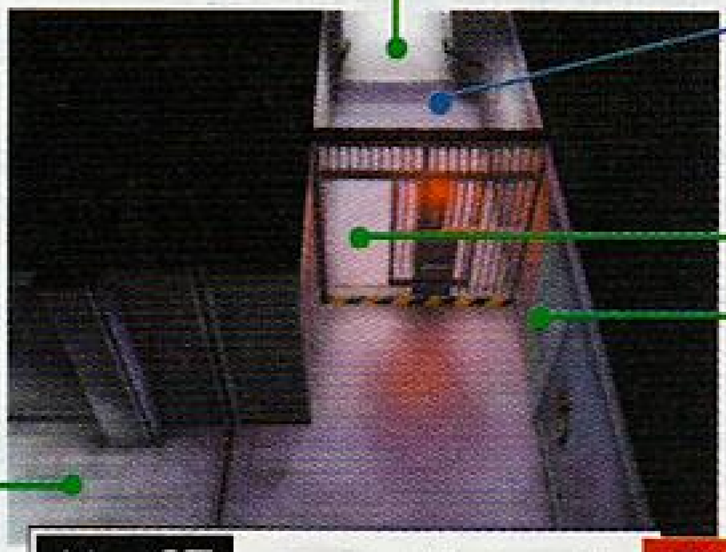


Map101 Suspect Identification Room (Post-Battle)

Map95 1F Corridor B (after the attack)

+6 bullets
(from police officers)

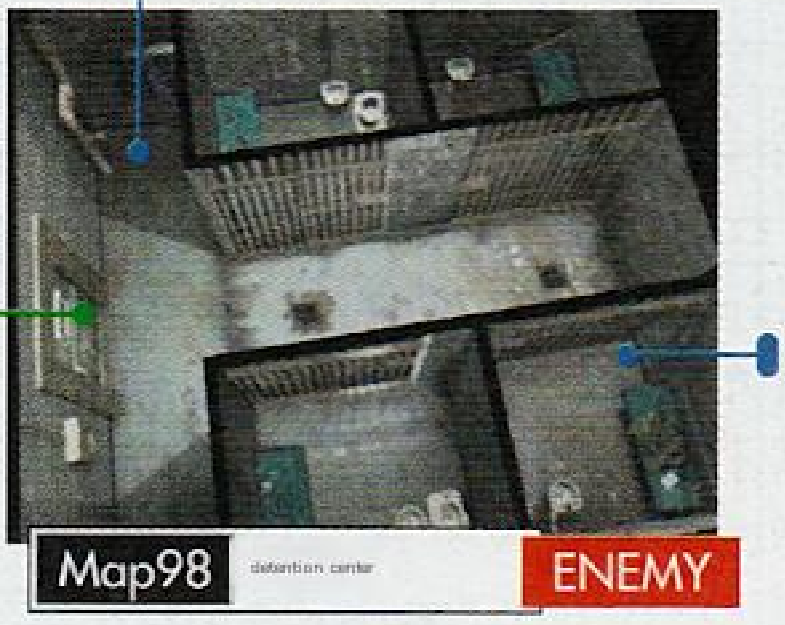
After Nix appears on Map95,
it becomes passable



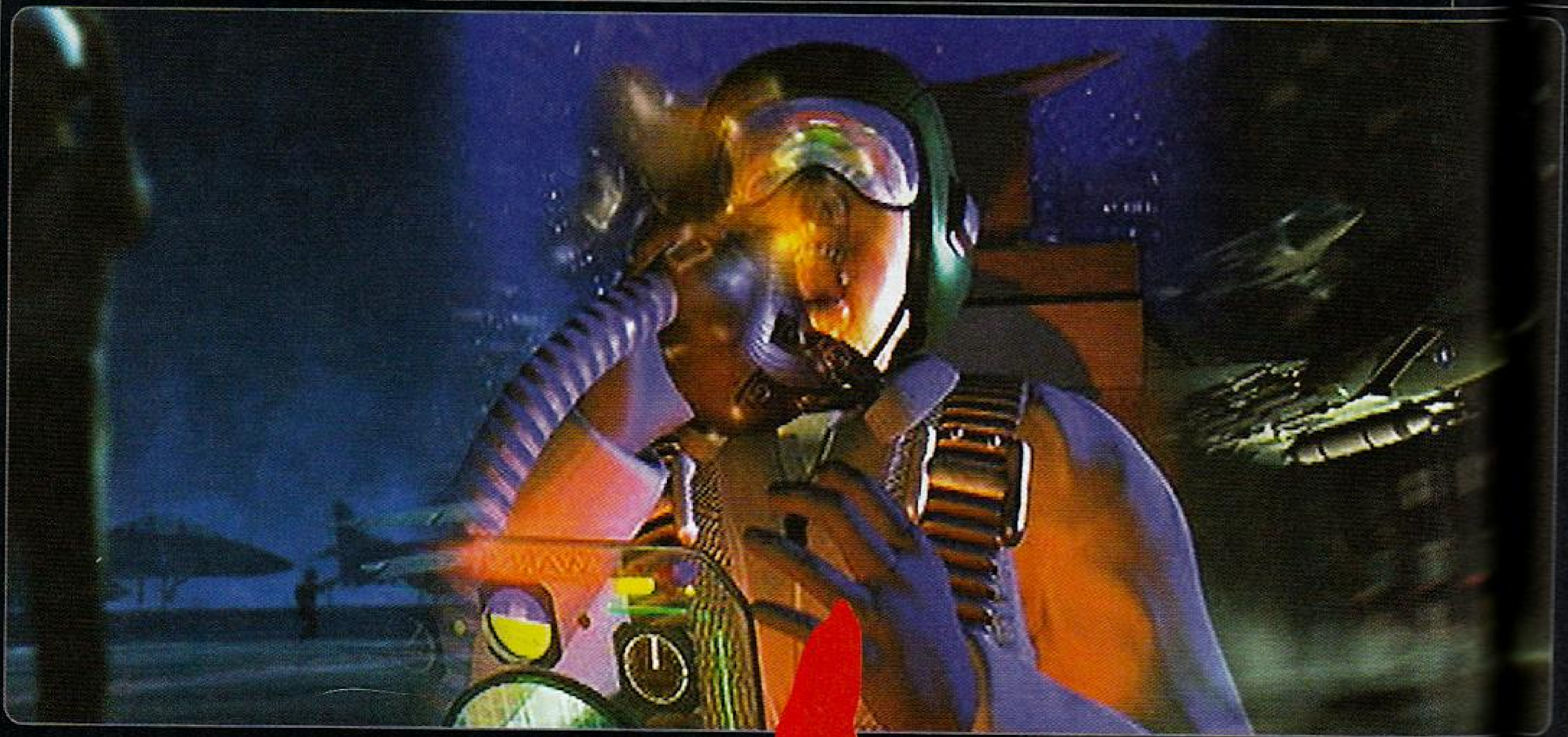
Map97 2F Corridor A (after the attack) **ENEMY**

PE Defense +1 (80%)
PE Defense +2 (20%)

tool



Map98 detention center **ENEMY**



1997.12.27

DAY4

There is

For Eve, the chase at St. Francis Hospital was a game that also served as a test for Aya.

Aya's arrival at the hospital was unexpectedly early, but Eve had already made preparations for a perfect welcome. She released creatures into the wards that stimulated the mitochondria to evolve into more ferocious monsters, blew the fuses to shut down the power, and destroyed the staircase to prevent Aya from easily reaching the upper floors.

If all the elevators were destroyed, Aya, who had not yet manifested her levitation ability, would have no way of reaching the 13th floor, where the artificial sperm was stored. However, Eve deliberately left one elevator behind. If Aya were to fend off the monsters' attack, restore power, and appear before her, it would mean that her mitochondria had undergone rapid evolution as expected, or even more so. Now that the plan was nearing its final stages, Eve wanted to find out.

Eve also knew that this hospital was a place that Aya had a deep connection to - and to her as well. Aya would surely remember this during the battle here. Eve Who they are, and that there is a bond of destiny between them that can never be severed.

Knowing this, Eve decided that if Aya still clung to being human, she would no longer tolerate him. If she had acquired mitochondria that were comparable in evolution to Aya's, but was unable to shed her human consciousness, she would be somewhat dangerous. It would be wise to get rid of her quickly.

She already had the frozen artificial sperm sample in her hands. The capsule had been placed inside her body and carefully stored at the right temperature, just like her fully ripe eggs. All that remained was to return to base and perform the fertilization.

Tonight, Eve will become the Virgin Mary. Lost in her reverie of the creation of the world, she quietly waits for Aya's arrival.

Who is Eve? I feel like I've come a little closer to the answer. Here at St. Francis Hospital, I've come face to face with my hazy memories...

The day before, Eve's attack on Precinct 17 was meant to distract us from her. Her true purpose was something else: while we were clearing out the monsters roaming the precinct, she was secretly invading St. Francis Hospital.

Maeda reasoned that Eve's current body wouldn't last much longer: even though mitochondria controlled it, the host cells that made up Eve were only Melissa's, and they were destined to deteriorate and disintegrate over time.

To avoid this, there is only one way she can do it - just like in the case in Japan, she obtains human sperm and fertilizes her own egg, creating mitochondria, which can be considered a copy of herself.

Her goal was to give birth to a living creature. To achieve this, Eve set her sights on the hospital where artificial sperm research was being conducted, in order to steal samples stored frozen within the hospital and obtain a fertilized egg that would inherit all of her genetic information.

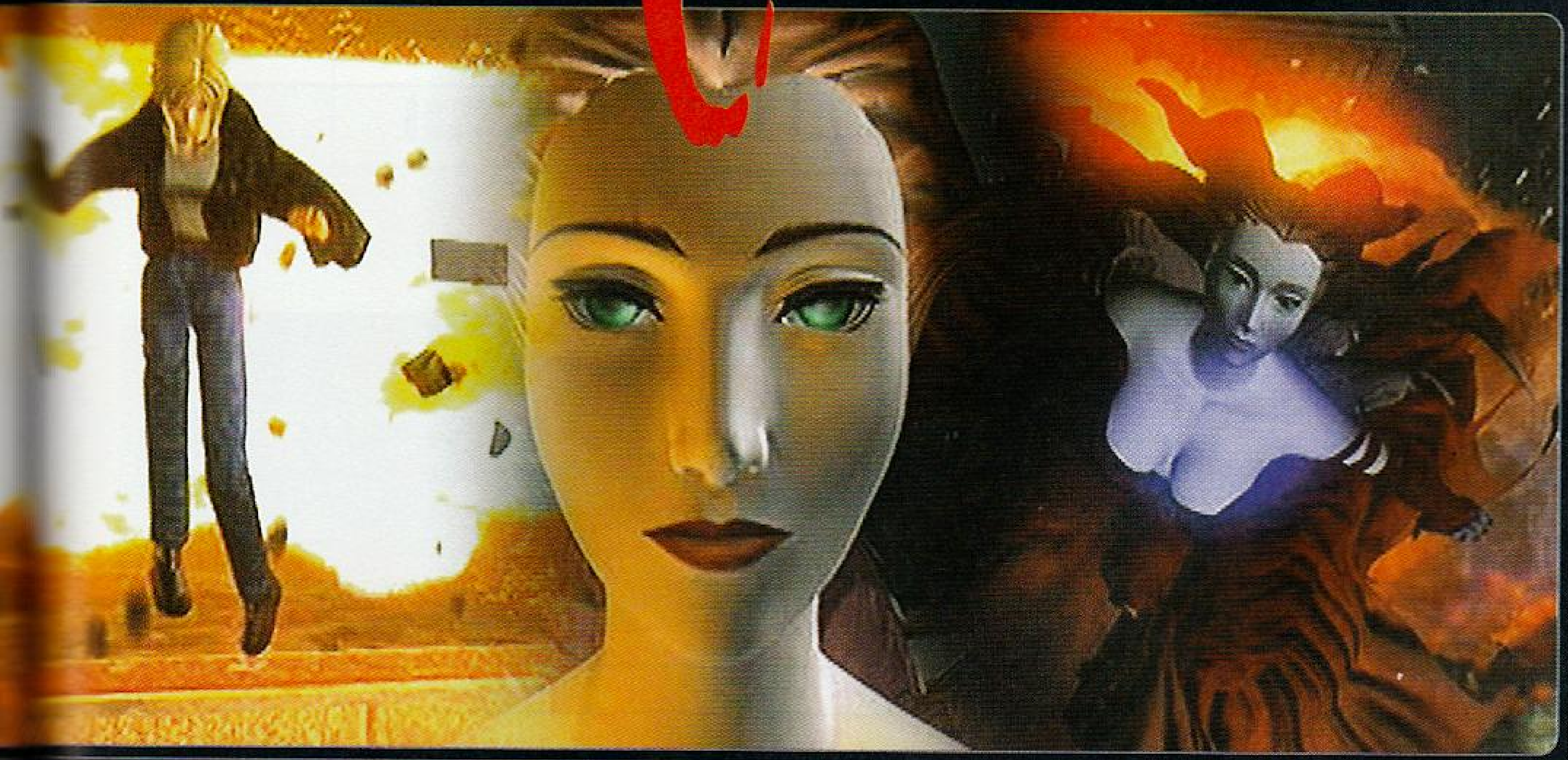
I followed her into the hospital and was overcome by an intense sense of déjà vu. I saw a familiar operating table and the vision of a young girl lying there. It was as if the tightly closed doors of my memory were slowly opening up. And then I realized that St. Francis Hospital was the very place where my mother and older sister, Maya, had been taken after a traffic accident 20 years ago.

At that moment, something connected inside me. The vague feelings I had had about Eve suddenly began to bubble up from the depths of my cloudy consciousness.

Is this nostalgic feeling from Maya...? But Maya had died that day, along with her mother. And Eve was undoubtedly lurking in Melissa's body.

If that's the case, then what about Eve?

Eve Conception

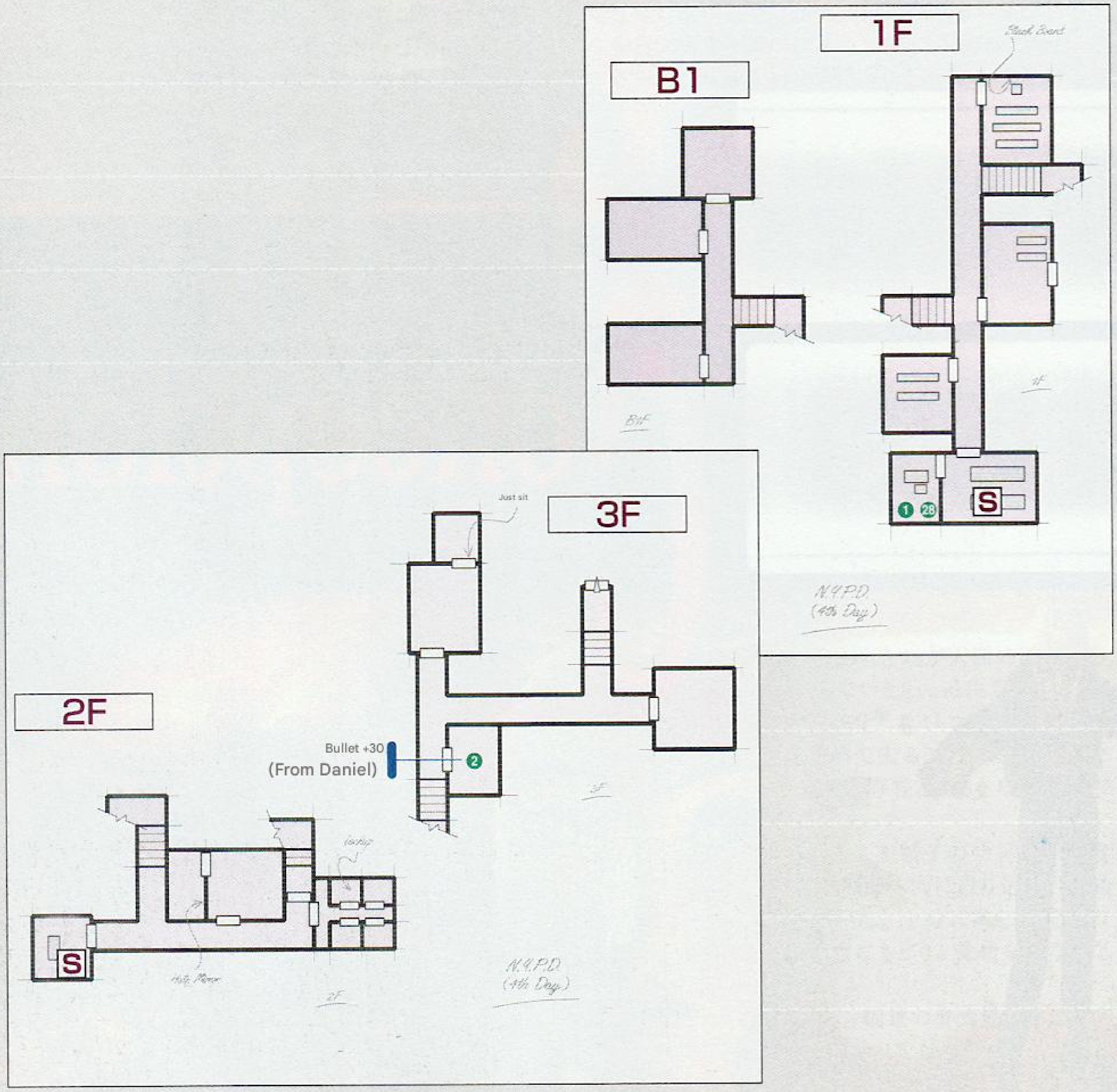


Strategy GUIDE DAY 4

The game focuses on exploring St. Francis Hospital. The final battle with Spider-Woman on the roof and the subsequent escape event are challenging. The level of equipment upgrades and the player's attention are the keys to clearing the game.

ニューヨーク市警17分署 N.Y.P.D.#17

New York City Police Department 17th Precinct

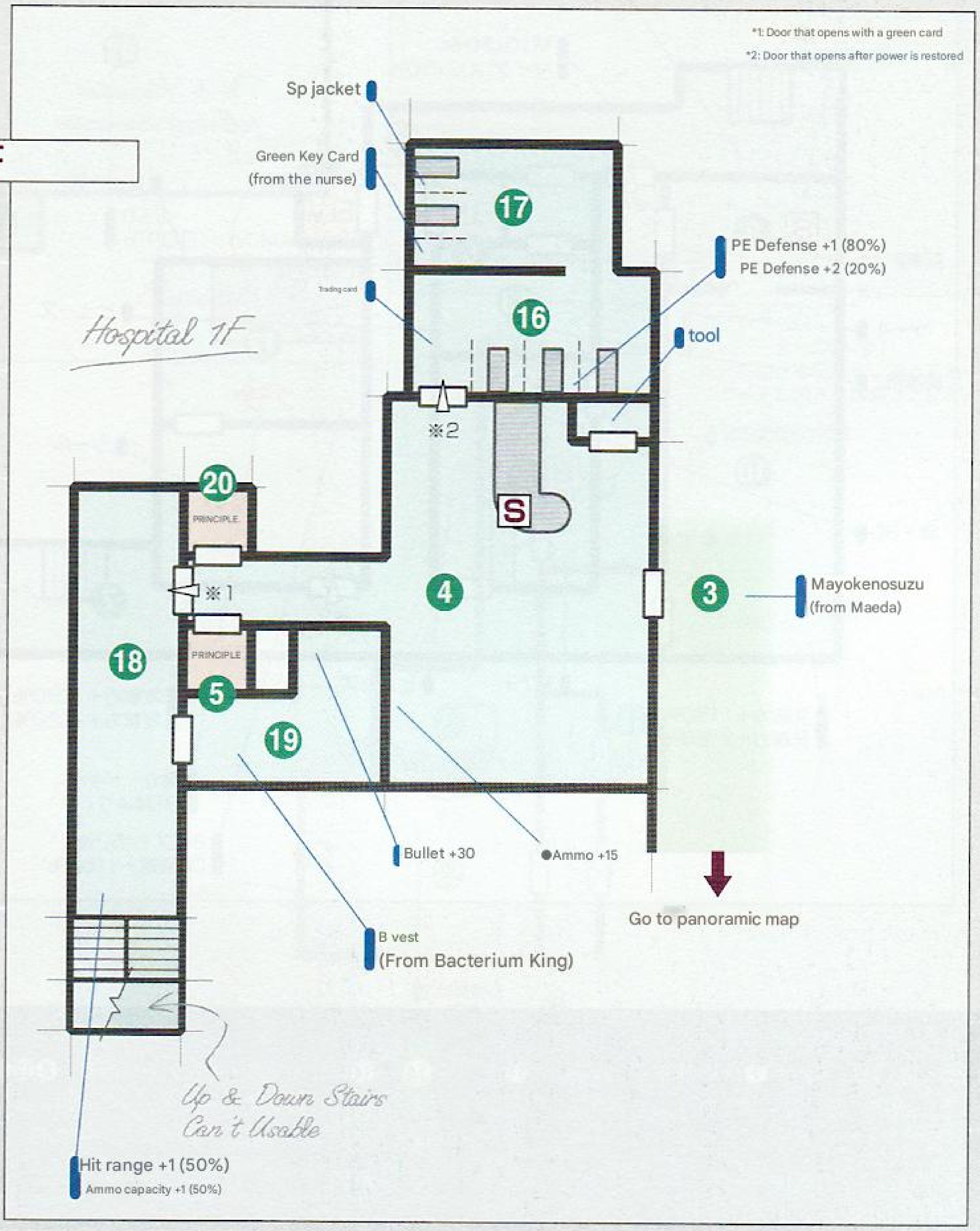

1F
B1
S
❶ ㉘
N.Y.P.D. (4th Day)
Just sit
3F
2F
Bullet +30
(From Daniel)
❷
S
N.Y.P.D. (4th Day)

New York Police Department 17th Precinct

"St. Francis Hospital"

HOSPITAL

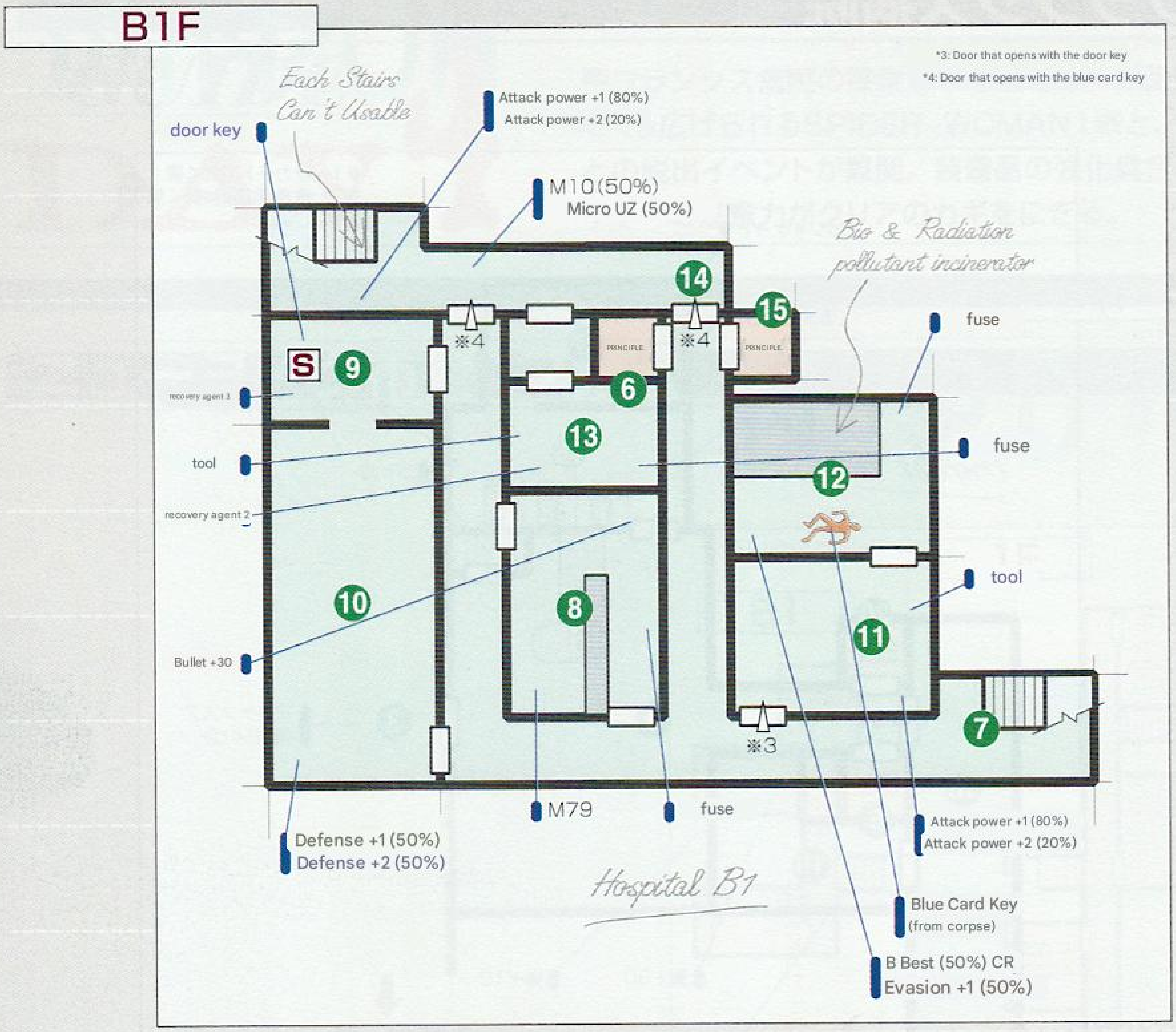
1F


*1: Door that opens with a green card
*2: Door that opens after power is restored
Sp jacket
Green Key Card
(from the nurse)
Trading card
PE Defense +1 (80%)
PE Defense +2 (20%)
tool
Hospital 1F
17
16
※2
S
20
PRINCIPLE
※1
PRINCIPLE
4
3
Mayokenosuzu
(from Maeda)
18
5
19
Bullet +30
●Ammo +15
Go to panoramic map
B vest
(From Bacterium King)
Up & Down Stairs
Can't Usable
Hit range +1 (50%)
Ammo capacity +1 (50%)

①～② ② After the event at ends, the screen will automatically switch to the full map view, allowing you to go to St. Francis Hospital. If you left any items behind in the police station on Day 3, it is more efficient to go and get them before going to ●. Incidentally, from Day 4 onwards, Wayne will be the one to modify your equipment (→P.197).

③～⑤ All the doors in the hospital are locked, and the only one that opens is elevator ⑤. However, as soon as you get on, Eve will force you down to B1F. From then on, you will not be able to return to 1F until you restore the power supply in ① (→ P.210). At this point, you will not encounter any enemies when passing through ●.

B1F


*3: Door that opens with the door key
*4: Door that opens with the blue card key
Each Stairs Can't Usable
door key
Attack power +1 (80%)
Attack power +2 (20%)
M10 (50%)
Micro UZ (50%)
Bio & Radiation pollutant incinerator
fuse
S
9
recovery agent 3
※4
6
13
14
※4
15
PRINCIPLE
PRINCIPLE
fuse
12
tool
recovery agent 2
10
8
tool
11
Bullet +30
※3
7
M79
fuse
Defense +1 (50%)
Defense +2 (50%)
Attack power +1 (80%)
Attack power +2 (20%)
Hospital B1
Blue Card Key
(from corpse)
B Best (50%) CR
Evasion +1 (50%)

⑥ The stairs at ⑦ will be destroyed by Eve ⑦ when certain conditions are met, such as Aya moving to or exiting the corridor from ①.

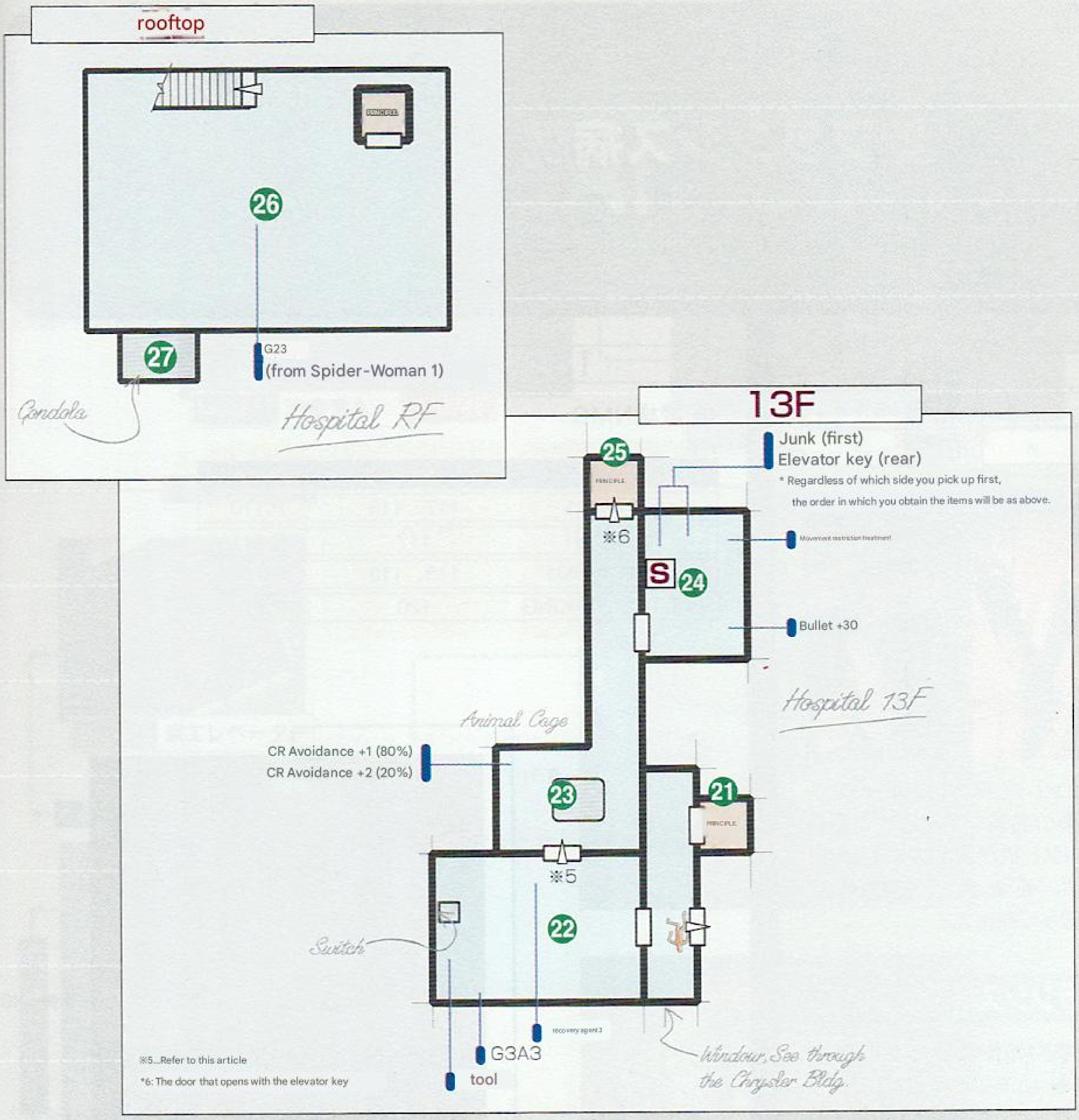
⑧〜⑩ When you first arrive on B1F, you can only enter these three rooms. If you just want to progress the story, get the fuse from the shelf on the right at ③ and the door key from the desk drawer at ●. If you want to get all the items, explore using the following route: ③ → From the door you came in through to the hallway → → 1 → 9~ Return → Hallway. This will allow ⑧ you to avoid the battles at and ①.

⑪〜⑬ Use the door key to enter ①, and use ● to get the blue car from the burned corpse. Get the fuse from the shelf at the back right, then use the blue key card to enter the closed area and get the fuse in the bottom right corner.

⑭〜⑮ ⑭ There is a fuse box in the area. ③ Insert all the fuses obtained in ①①, connect the blown wires, and then turn on the power to restore power and use the elevator. By the way, if you try to connect the wires while the power is on, Aya will get electrocuted and fall down (it will not result in a game over). Also, if you turn on the power with two fuses inserted, the lights will be restored, but the elevator will remain unusable.

⑯〜⑳ Return to the 1st floor using the elevator at ⑤, and you'll find the door to (→P.209) open. Fight the enemies at ①① and rescue the female doctor and nurse, then get the green key card from the nurse at ●, then go to ① and close the liquid nitrogen valve. By following these steps, you'll be able to use the elevator at ● to go to the 13th floor.

VS BACTERIUM－KING (→P.112)


rooftop
26
27
G23
(from Spider-Woman 1)
Gondola
Hospital RF
13F
Junk (first)
Elevator key (rear)
* Regardless of which side you pick up first,
the order in which you obtain the items will be as above.
25
※6
S
24
Movement restriction treatment
Bullet +30
Hospital 13F
Animal Cage
CR Avoidance +1 (80%)
CR Avoidance +2 (20%)
23
21
※5
22
Switch
recovery agent 3
G3A3
tool
Window, See through the Chrysler Bldg.

※5...Refer to this article

*6: The door that opens with the elevator key

㉑ ∫ ㉒ To the far left of ②, there is a piece of paper with a red arrow and the words "OPEN/CLOSE Door leading to the lab." After looking at this, press the circle button next to the equipment on the right to find a red switch hidden behind the equipment. Pressing this will open the door to ②.

At 23 and 24, there are items near the phone (left) and near the sperm storage case (right). 5 No matter which you pick up first, you'll get the same item. First you'll get junk, then the elevator なる key. After picking up the latter, take the elevator ㉖ marked ● to . However, a dangerous event (see next section) awaits you there, so you might want to save just in case.

MOVIE 14

㉖ ∫ real danger comes after the battle. Immediately after reaching the rooftop, the elevator breaks down, forcing you into a battle with Spider-Woman 1, but the real danger comes after the battle. After your conversation with Eve, a fighter jet will crash down, and if you don't evacuate within 35 seconds, you'll be caught in the explosion and your game will be over. When Aya says, "A fighter jet...!", immediately head to the ● gondola. If you make it in time, you'll be able to fight Spider-Woman 2 on the gondola and return to the police station. Day 4 ends when you go to ●'s chief's office.

VS SPIDER—WOMAN1 (→P.136)

MOVIE 15

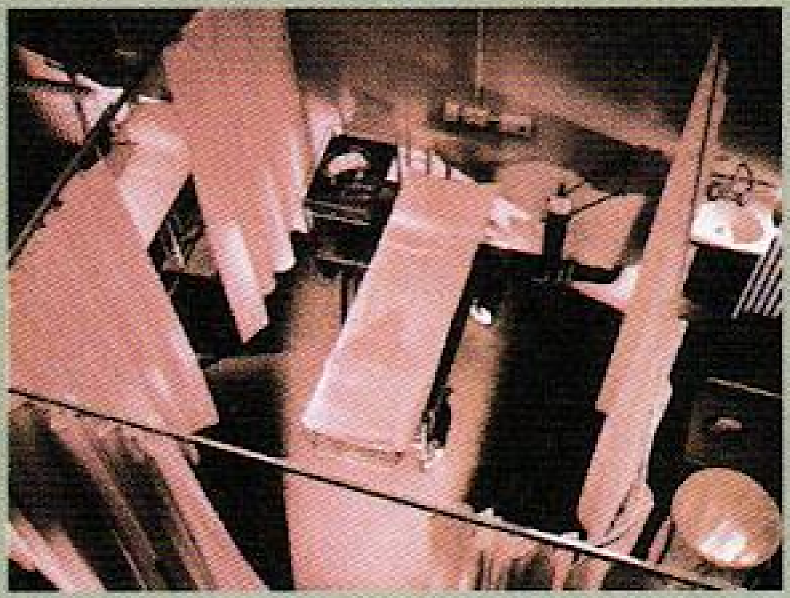
MOVIE 16or17

HOSPITAL

saint francis hospital

Broadway
Central Park
Carnegie Hall
N.Y.P.D. #17
Soho
Hospital

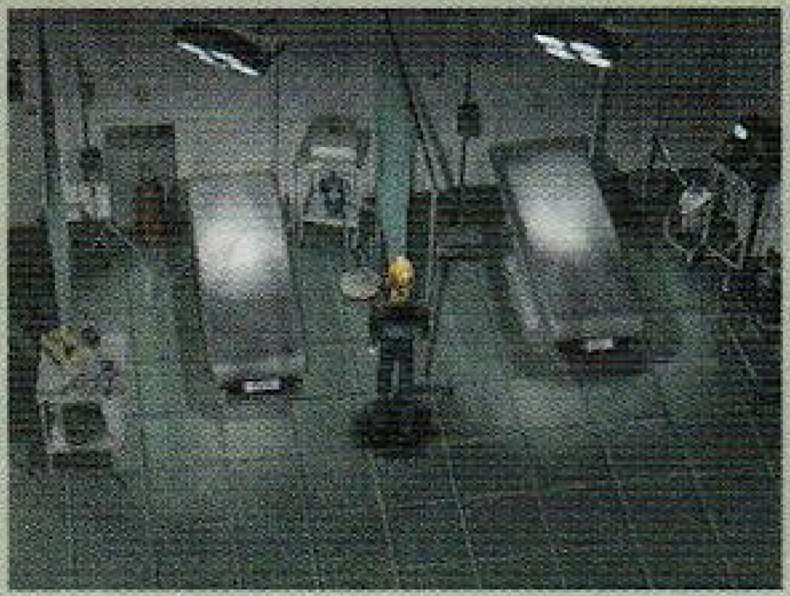
Day1	×	Day4	Other than Map112
Day2	×	Day5	Map111~141
Day3	×	Day6	×



Saint is a Christian term used in the names of saints and holy men. In America, where Christianity is widespread, there are many place names, churches, and hospitals with the word "saint" in their names.

About St. Francis Hospital

This hospital is original to the book and is thought to have been named after St. Francis, known as the saint closest to Christ. Real-life hospitals and the popular TV show "ER" were used as references for the graphics. The CG maps shown in this book are from after the power supply was restored (except for Maps 121, 126, and 129).

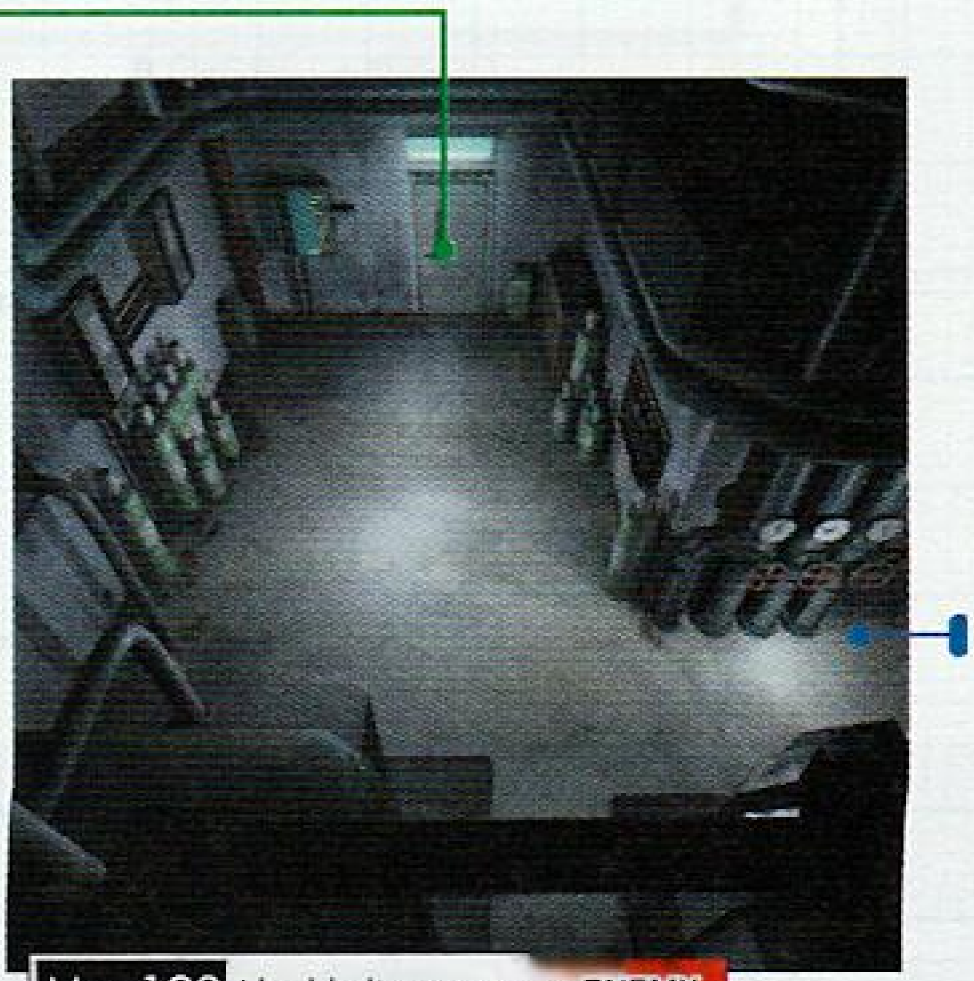


◆The room that frequently appears in Aya's flashback scenes was actually a room in this hospital.

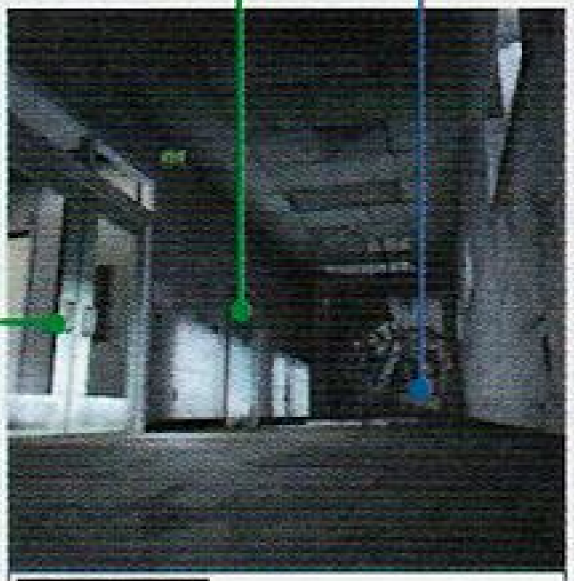
1F

● Debut NMC

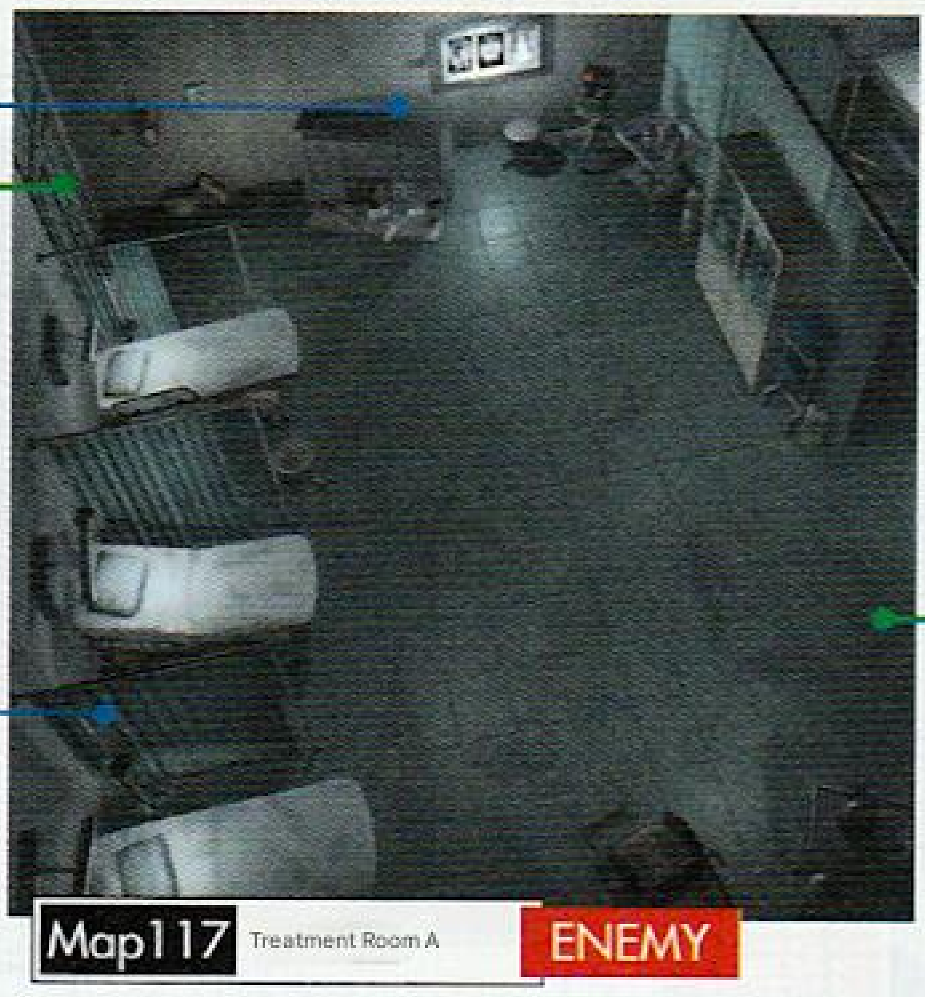
NAME	MAP	DATA
FLYMAN1	117、118	P.110
RATMAN1	117	P.111
BACTERIUM1	113、118	P.112
BACTERIUM-KING	120	P.112



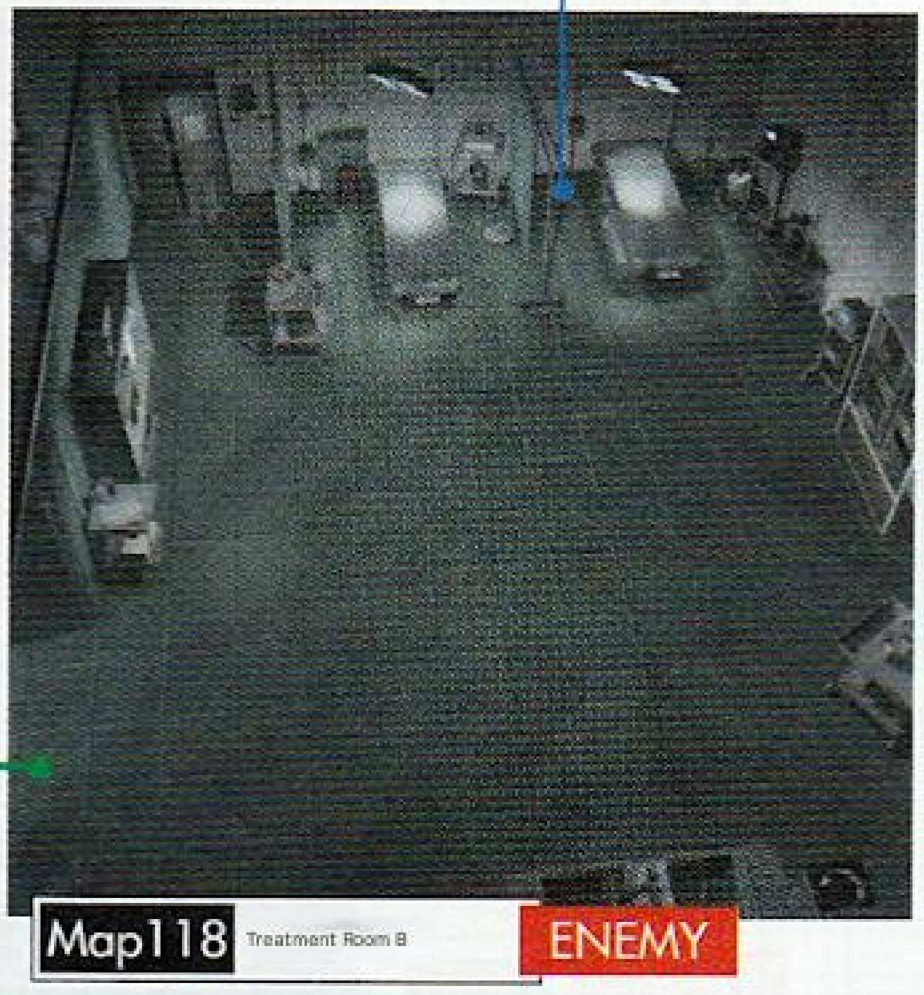
Map120 Liquid nitrogen room ENEMY


Hit range +1 (50%), magazine capacity +1 (50%)

Map119 1F corridor


Trading card
PE Defense +1 (80%)
PE Defense +2 (20%)

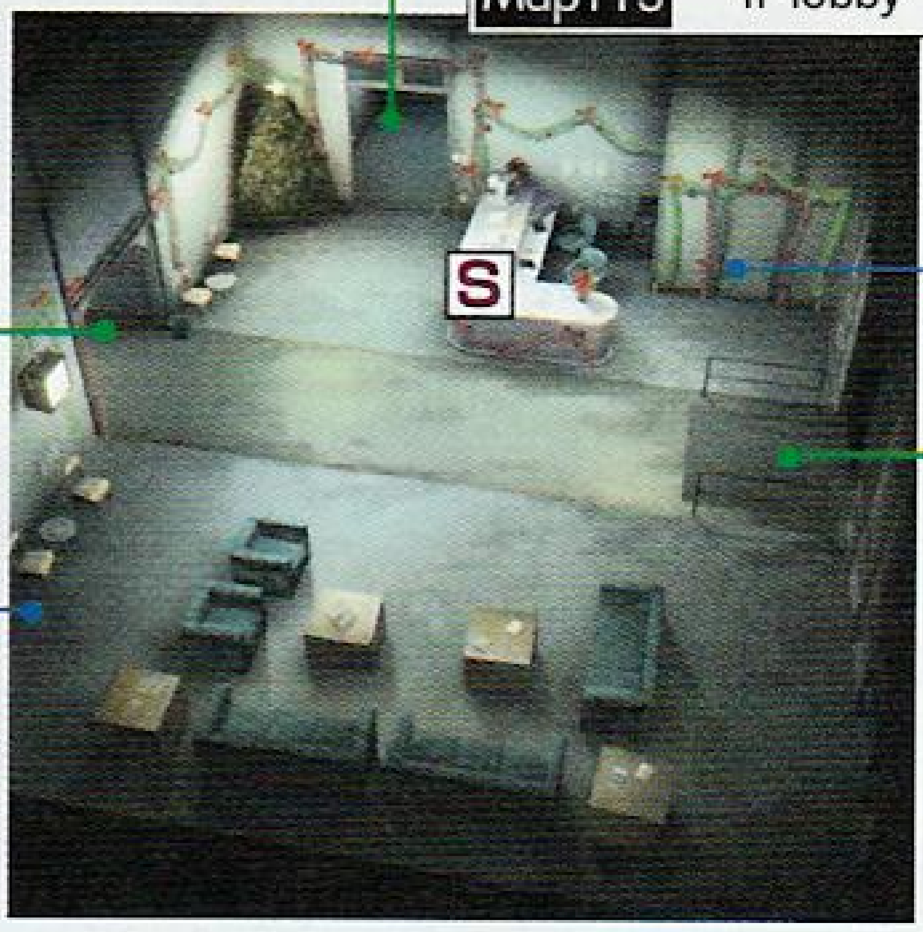
Map117 Treatment Room A **ENEMY**

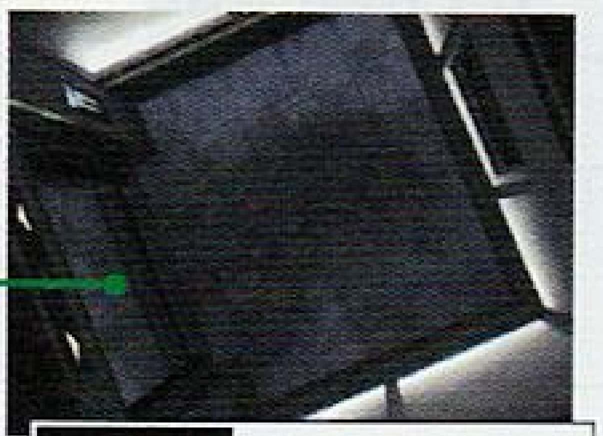


Map118 Treatment Room B **ENEMY**

After power is restored

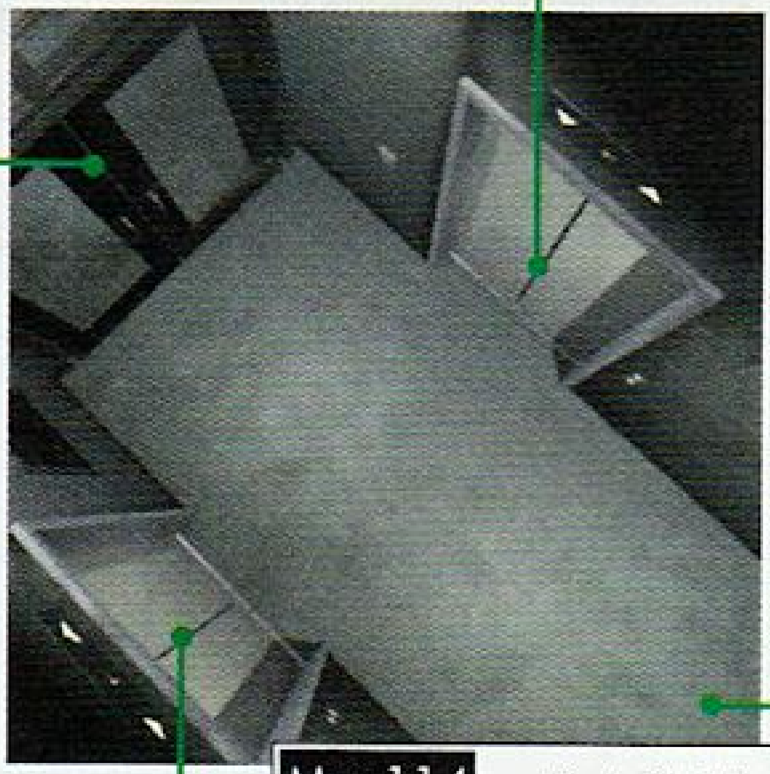
Map113 1F lobby **ENEMY**


S
tool
Bullet +15



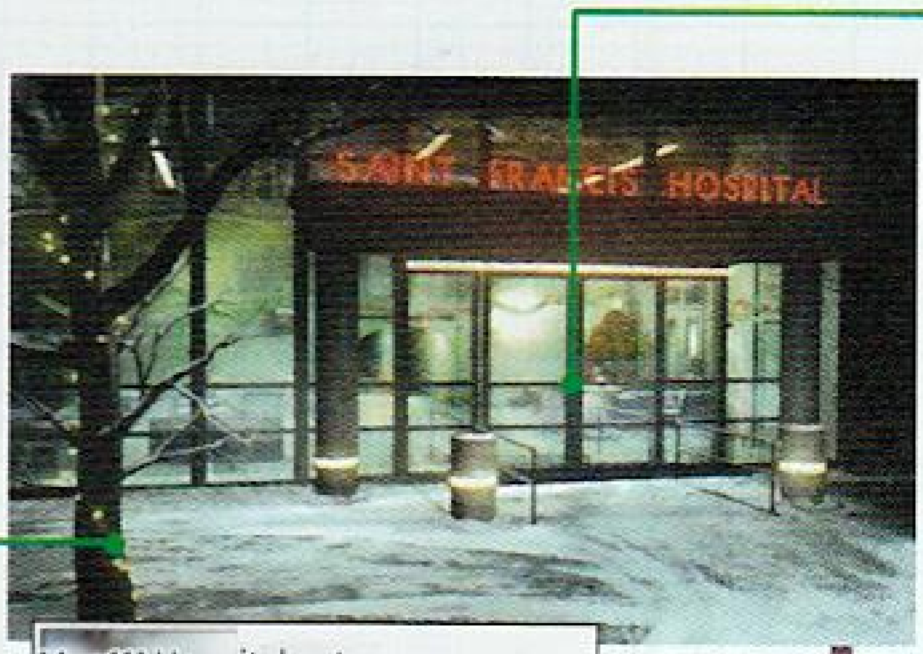
Map 116 East Elevator

After power is restored



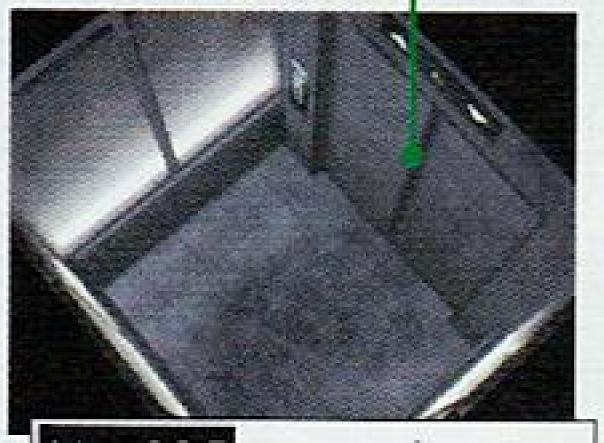
Map114 In front of the 1F elevator

Required: green card key

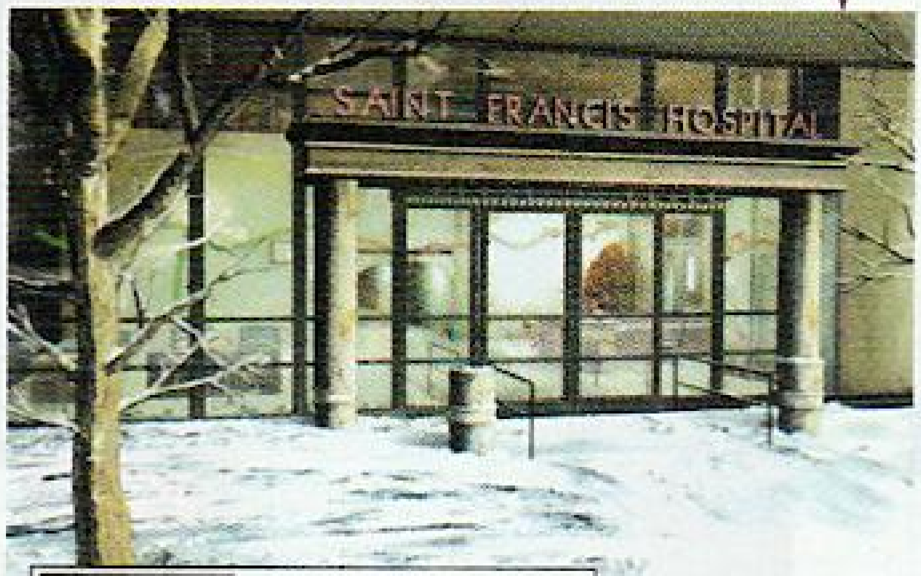

SAINT FRANCIS HOSPITAL

Map111 Hospital entrance

Go to panoramic map



Map115 west elevator

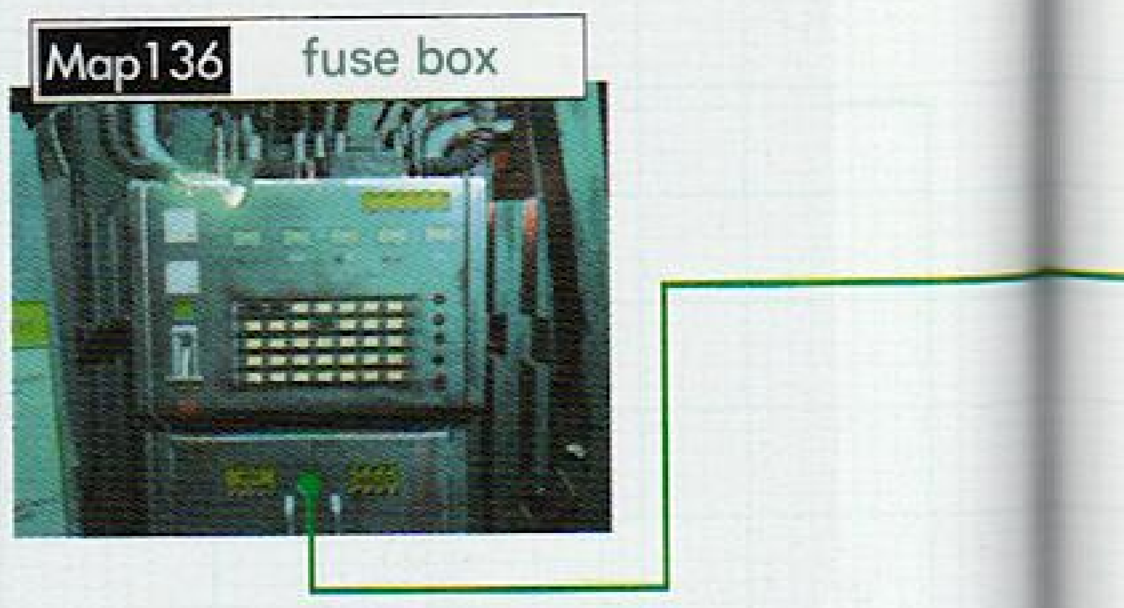

SAINT FRANCIS HOSPITAL

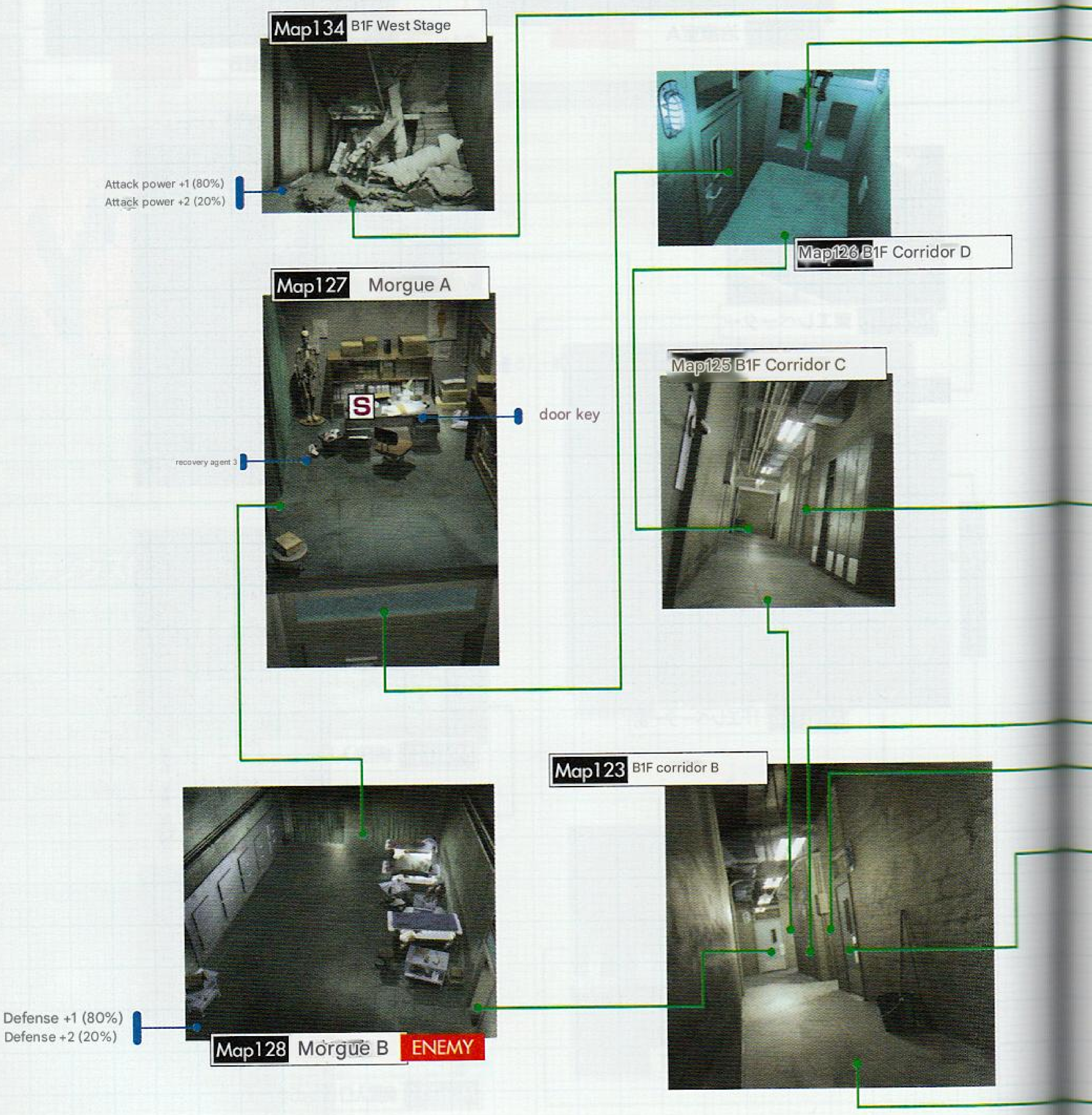
Map112 Hospital entrance (Day 5 afternoon)

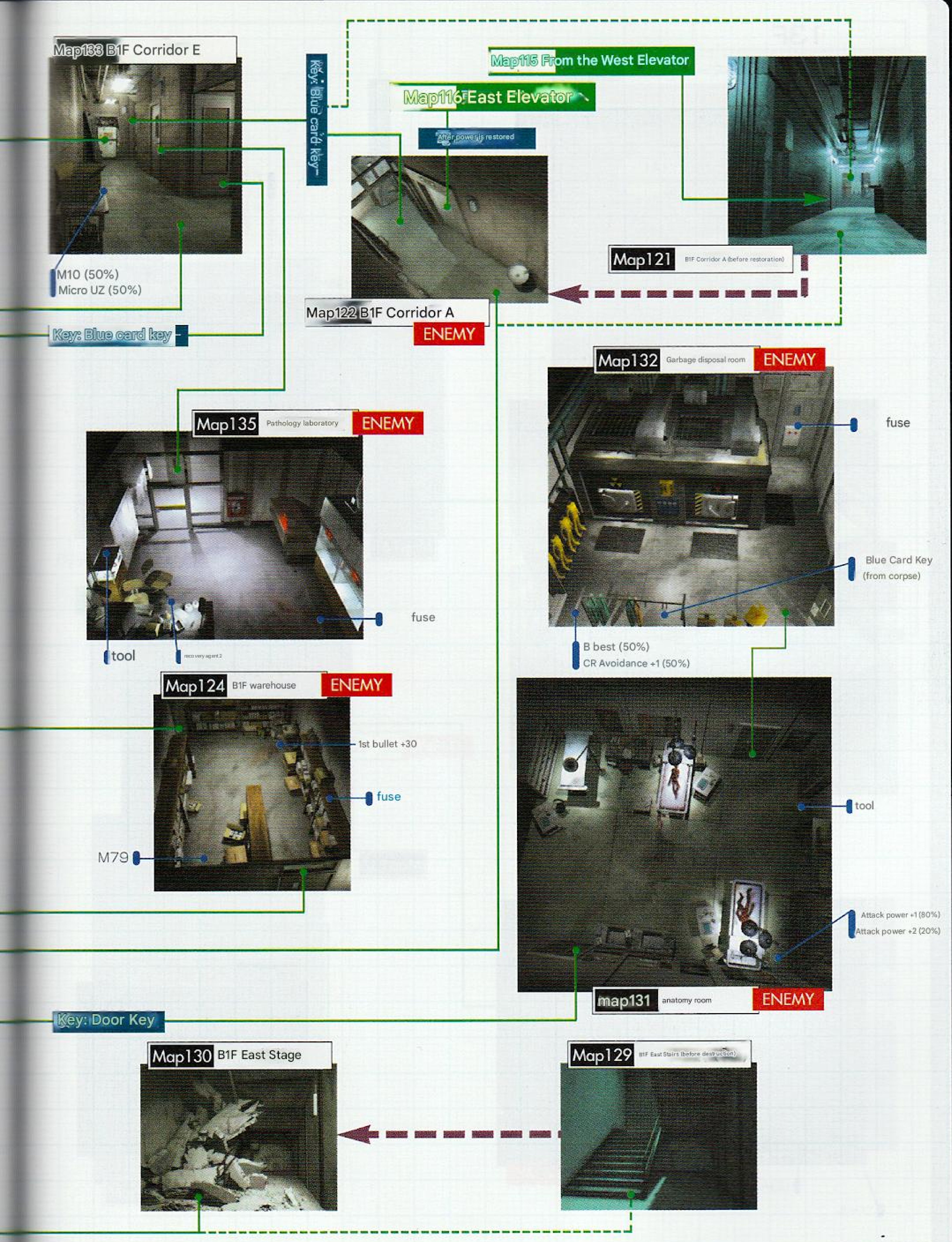
B1F

● Debut NMC

NAME	MAP	DATA
FLYMAN1	128、131	P.110
RATMAN1	132	P.111
BACTERIUM1	122、124、128、131、132	P.112
MIXEDMAN1	135	P.114


Map136 fuse box

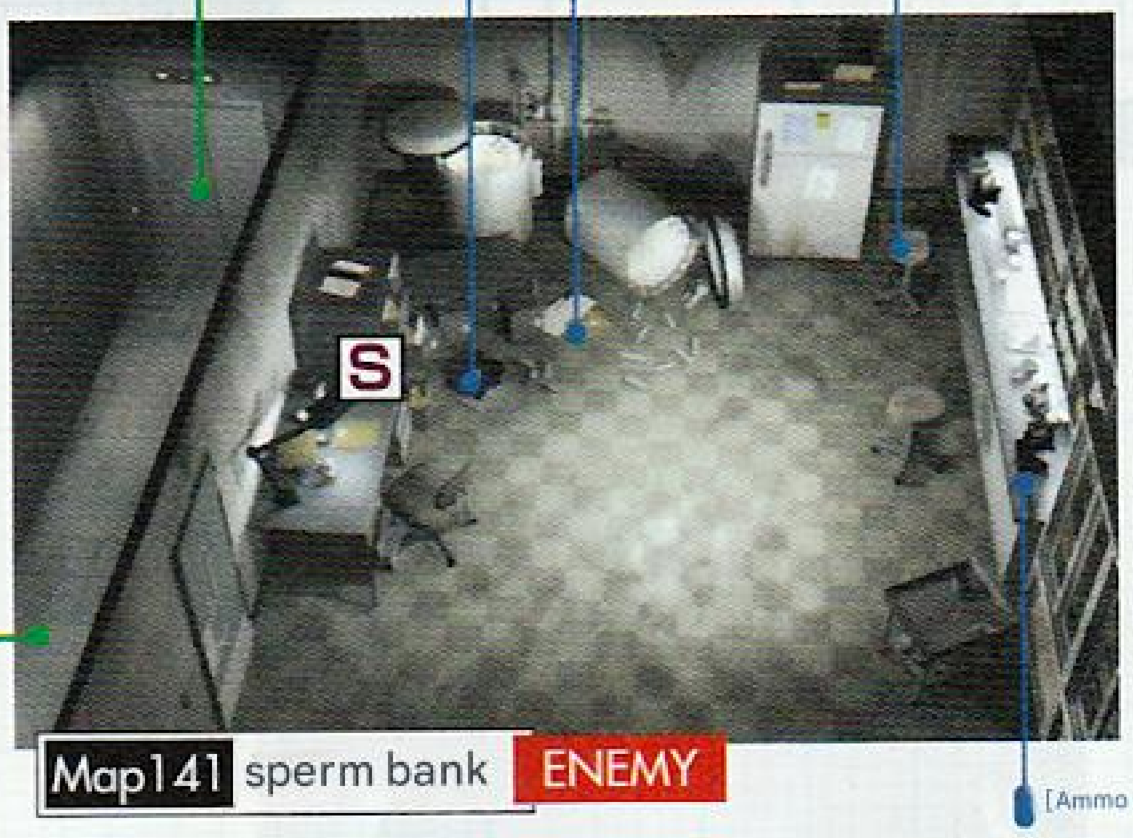

Map134 B1F West Stage
Attack power +1 (80%)
Attack power +2 (20%)
Map126 B1F Corridor D
Map127 Morgue A
S
door key
recovery agent 3
Map125 B1F Corridor C
Map123 B1F corridor B
Defense +1 (80%)
Defense +2 (20%)
Map128 Morgue B
ENEMY


Map133 B1F Corridor E
M10 (50%)
Micro UZ (50%)
Key: Blue card key
Key: Blue card key
Map115 From the West Elevator
Map116 East Elevator
After power is restored
Map121 B1F Corridor A (before restoration)
Map122 B1F Corridor A
ENEMY
Map132 Garbage disposal room
ENEMY
fuse
Blue Card Key
(from corpse)
B best (50%)
CR Avoidance +1 (50%)
Map135 Pathology laboratory
ENEMY
fuse
tool
recovery agent 2
Map124 B1F warehouse
ENEMY
1st bullet +30
fuse
M79
tool
Attack power +1 (80%)
Attack power +2 (20%)
map131 anatomy room
ENEMY
Key: Door Key
Map130 B1F East Stage
Map129 B1F East Stairs (before destruction)

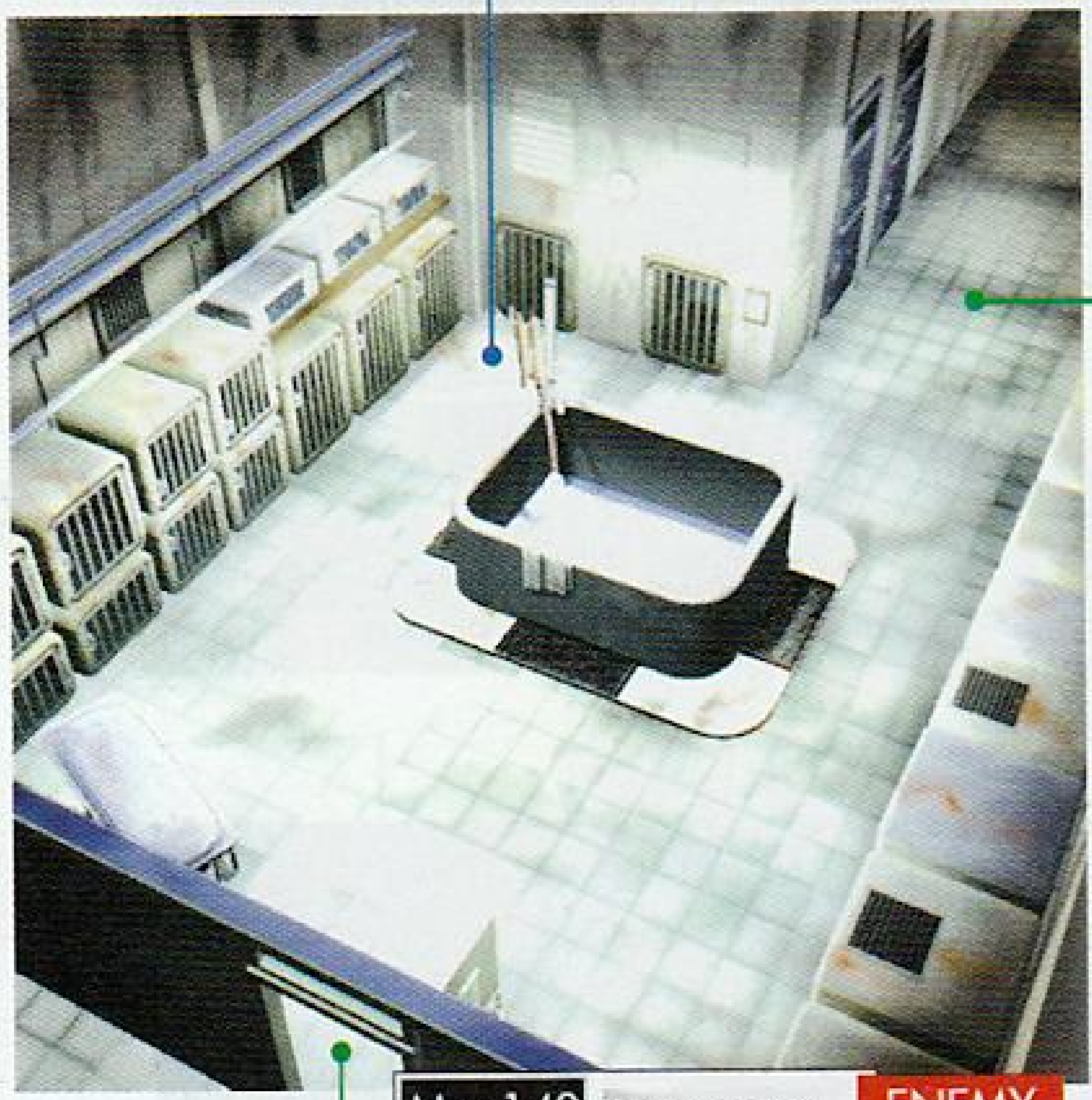
13F

● Debut NMC

NAME	MAP	DATA
SPIDER2	146	P.108
RATMAN1	140、141	P.111
BACTERIUM1	139	P.112
MIXEDMAN1	139、140、141	P.114
SPIDER-WOMAN1	143	P.136

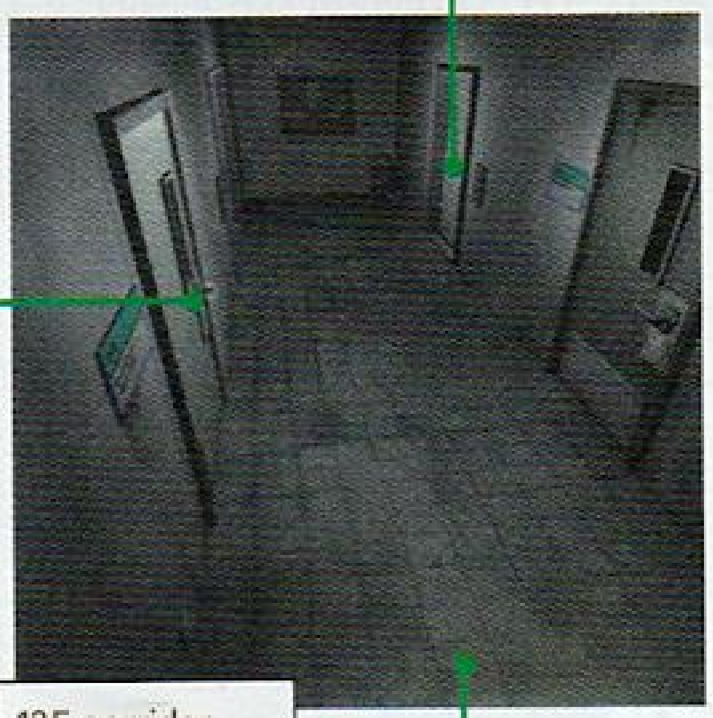

Essential: Elevator key
Junk (first)
*Elevator Key (Back)
*The order in which you obtain items will be the same regardless of whether you take the left or right side first.
Movement restriction treatment drug
S
[Ammo +30

Map141 sperm bank ENEMY

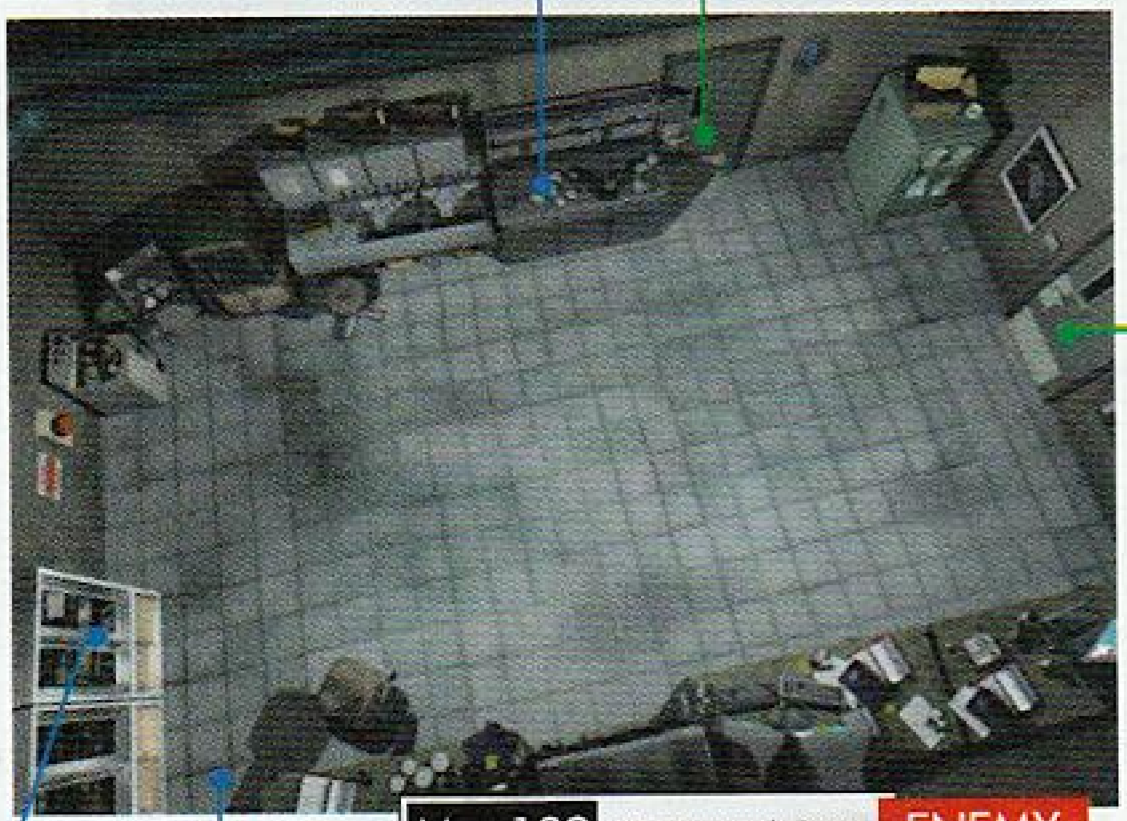

CR Avoidance +1 (80%)
CR Avoidance +2 (20%)

Map140 Animal Research Laboratory ENEMY

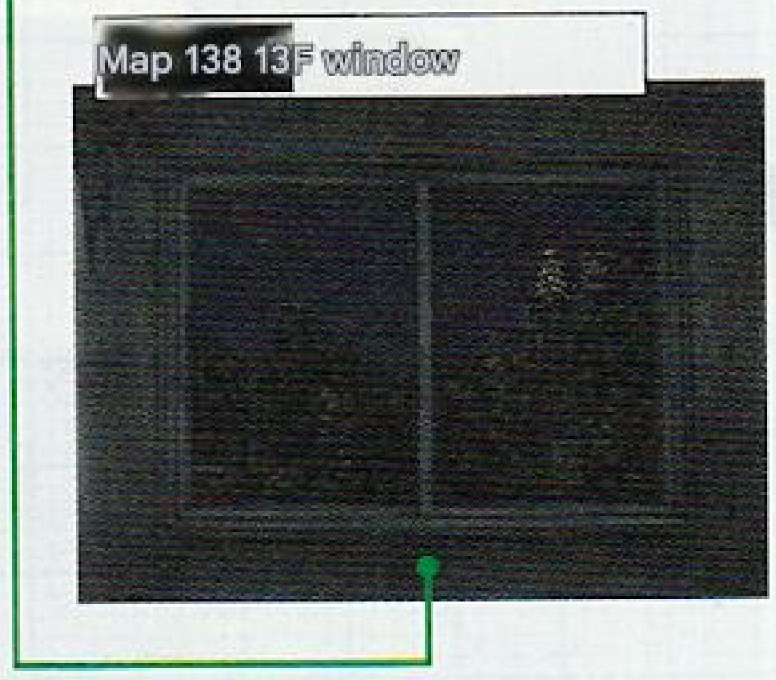
press the switch on the wall


Map116 To the east elevator

Map137 13F corridor

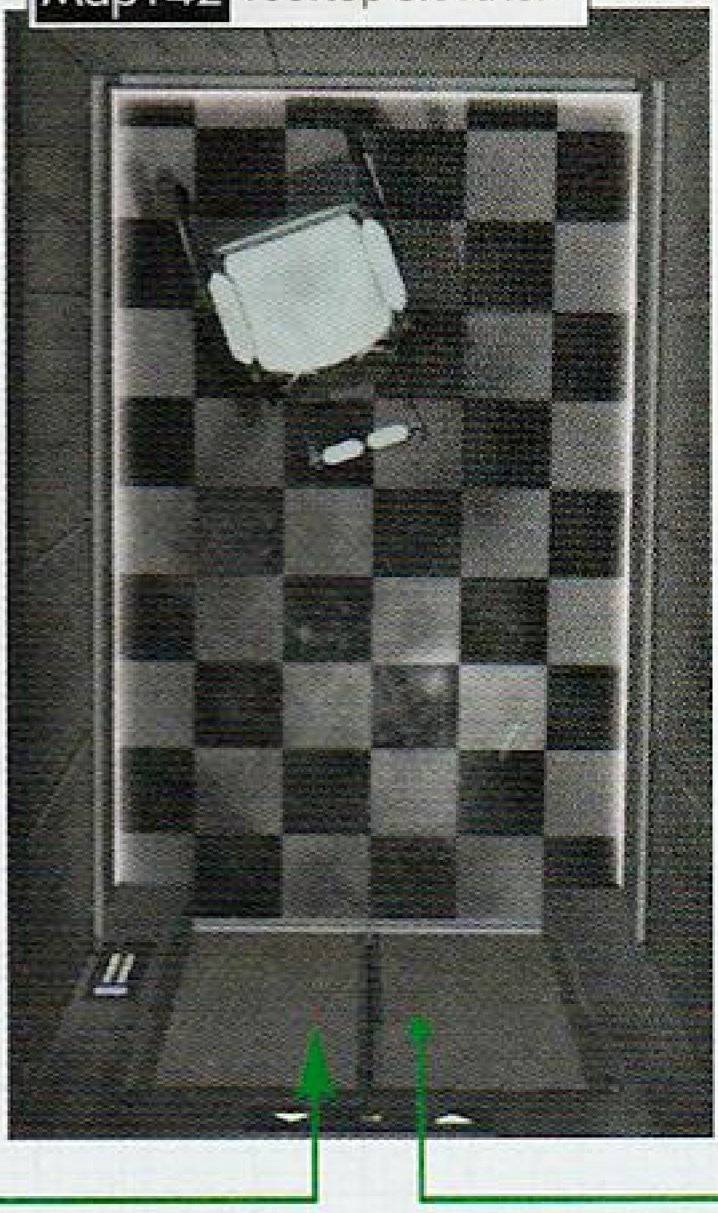

recovery agent 3
G3A3
tool

Map139 13F Research Room ENEMY

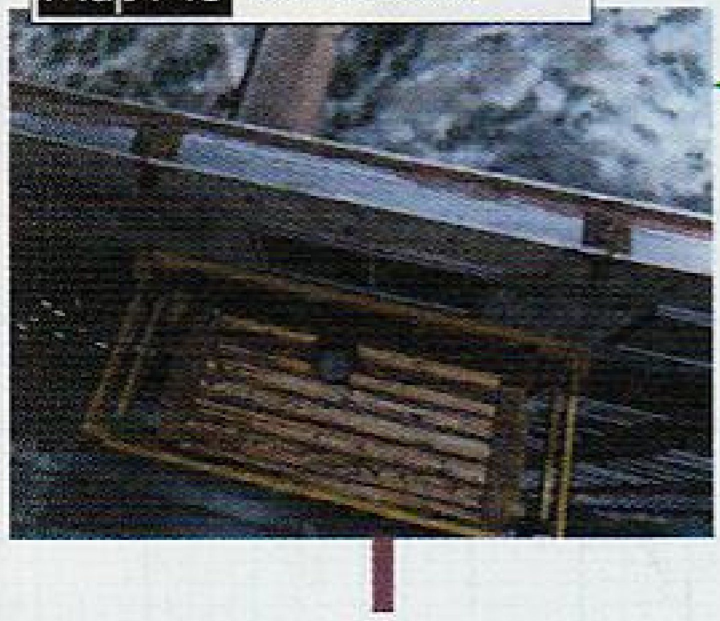


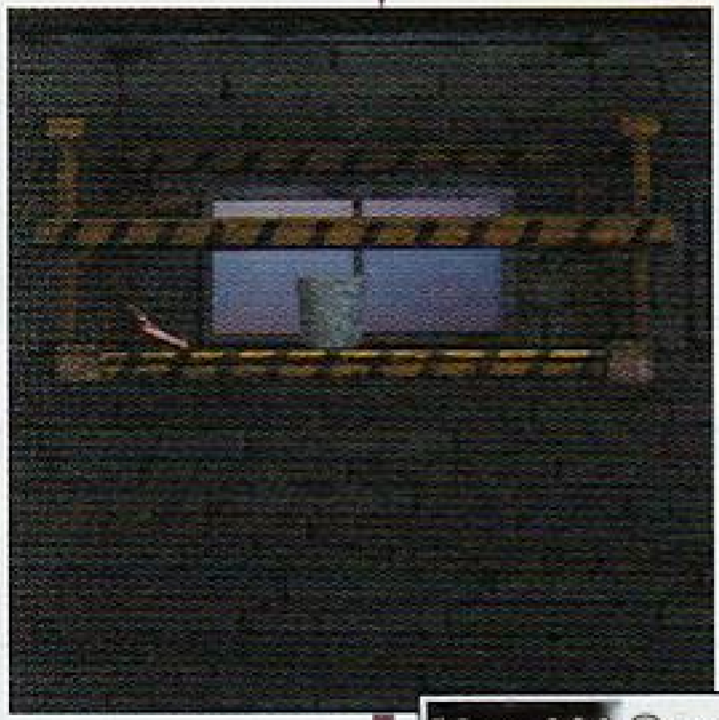
Map 138 13F window

Map142 rooftop elevator

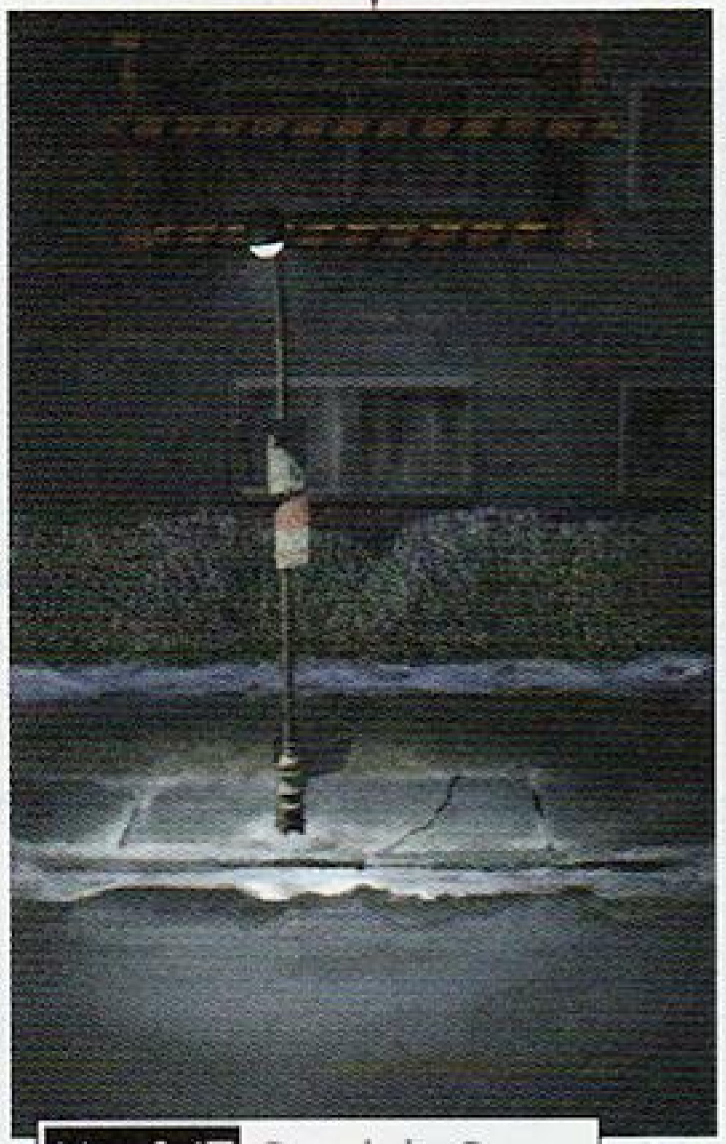


Map145 Gondola A



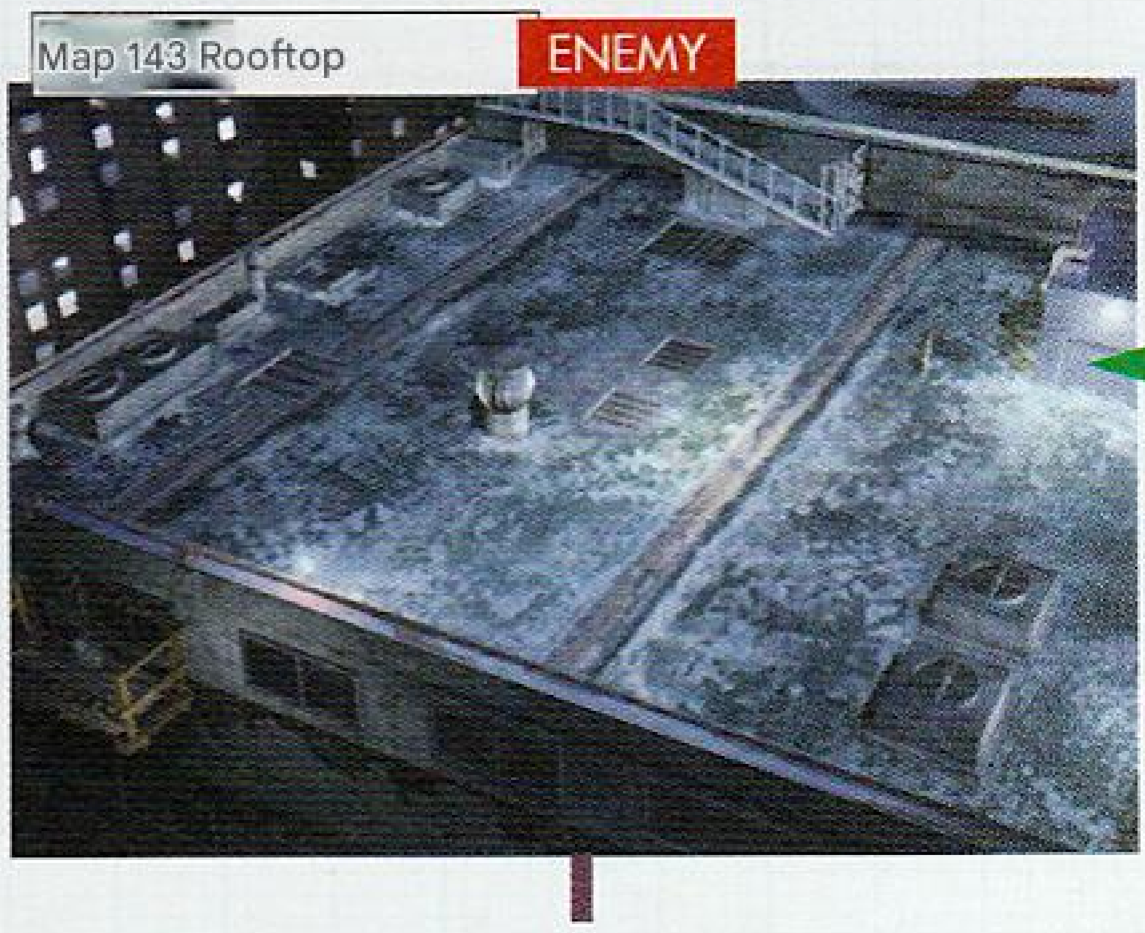


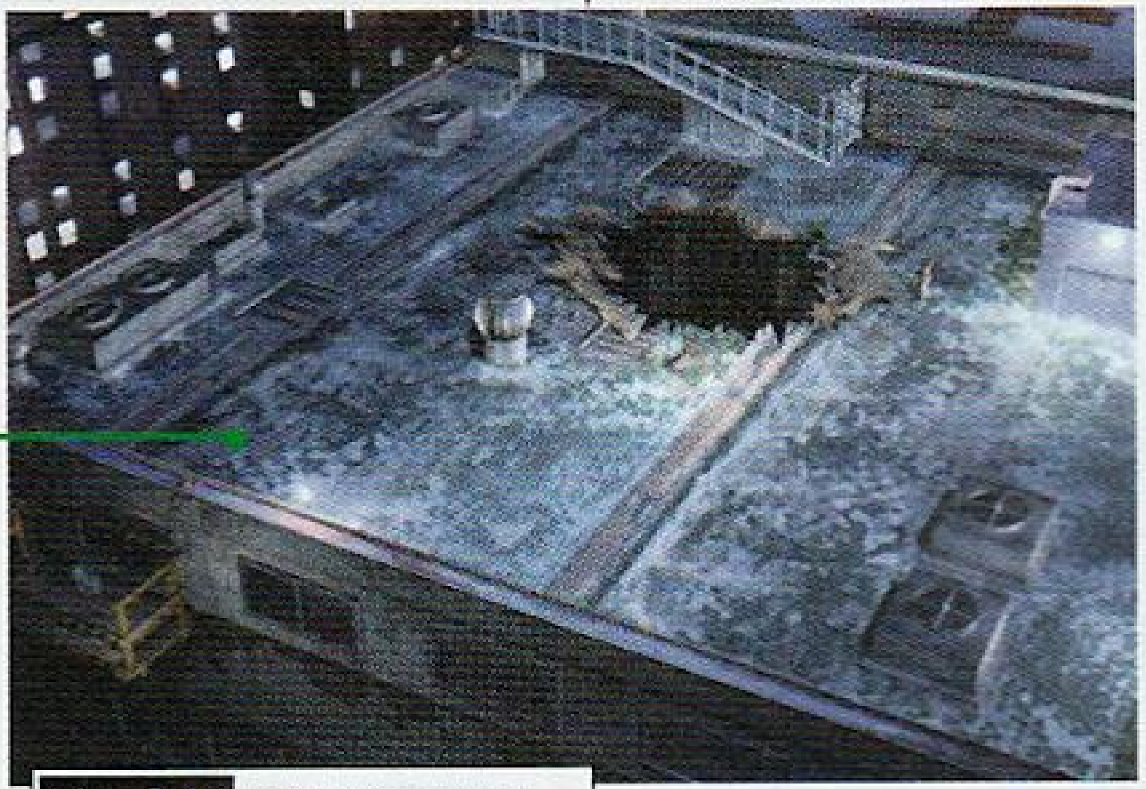
Map 146 Gondola B ENEMY



Map147 Gondola C

Map 143 Rooftop ENEMY





Map144 Rooftop (after the battle)

1997.12.28

DAY 5

There is

Inside her womb, Eve could feel her "daughter" dividing and growing at an incredible rate.

From the moment of conception, the complete fetus, free from the control of the nucleus, progressed along its developmental path at a speed hundreds of times faster than that of an ordinary person, under the control of mitochondria, precise copies of Eve. Eve felt with joy as a part of herself was inherited and multiplied into the ideal body she had dreamed of for over a billion years since parasitizing the cell nucleus.

Eve, an intelligent mitochondrion, didn't care about her individual existence at all. Her goal was to pass on her genes to a more advantageous environment. Now that a perfect organism that precisely replicated her DNA was being nurtured, the fact that the host cell that was once Melissa was deteriorating and her own lifespan was coming to an end didn't faze her in the slightest.

Eve had already prepared a womb to replace her. She summoned thousands of humans to Central Park and fused them together - they were made up of only those with HLAs that were extremely similar to Melissa's. To be used as a "womb" that will safely protect the baby until the moment of birth without causing any reaction—

With the situation reaching this point, the Navy, waiting off the coast of Manhattan, was finally about to launch a direct attack on Eve. But it was all too late... Eve sneered with pity and contempt at the foolish humanity, drowning in their own civilization and unable to even sense the threat to their survival as a species. Fearing the pain of destroying the symbol of the civilization they themselves had built, humanity gave her more than enough time. Even if they were now hit by a nuclear attack, the mitochondria passed down to her "daughter" would survive.

As a dying mother, there was only one thing left to do: Aya would surely come, carrying the fate of humanity to its very core.

A conclusion must be reached.

EVE'S DAY 5

AYA'S DAY 5

At last, all the mysteries have been solved. Eve's true identity, her relationship with me, everything...

The key to the case was one man: Dr. Hans Kramp, a researcher at the American Museum of Natural History and a recognized authority in the field of genetics. His obsession with mitochondria led the situation to a terrible conclusion.

Twenty years ago, he was taken to St. Francis Hospital with a life-threatening injury. Maya was rushed to the hospital and, as she took her last breath, donated her kidney to a girl suffering from kidney failure. A young Crump, then an intern aspiring to become a surgeon, was present during the transplant operation. The girl who inherited Maya's kidney was none other than Eve—or rather, Melissa Pierce.

At this time, Crump must have noticed the uniqueness of Maya's mitochondria. He secretly removed the liver from the corpse, cultured it, and continued to observe the mitochondria. I named this cell sample Eve...

At the same time, he kept a close eye on Melissa, who had received a kidney transplant and who grew up to become an opera singer. Crump also provided her with unprescribed immunosuppressants, which were later used in large doses to directly lead to Melissa being taken over by Eve.

He then dedicated himself to developing artificial sperm that contained no mitochondrial DNA, preparing a way to create a complete mitochondrial organism for the eventual arrival of Eve.

It is now unclear why Dr. Crump lent his power to Eve, who could have wiped out humanity. He encouraged Eve to ignite, taking his own life as he wished. In his final moments, was regret running through his mind...or was it a sense of accomplishment as a researcher? —。

But at that moment, I feel like Crump entrusted the future of the human race to me.

To me, who possesses mitochondria similar to Eve.

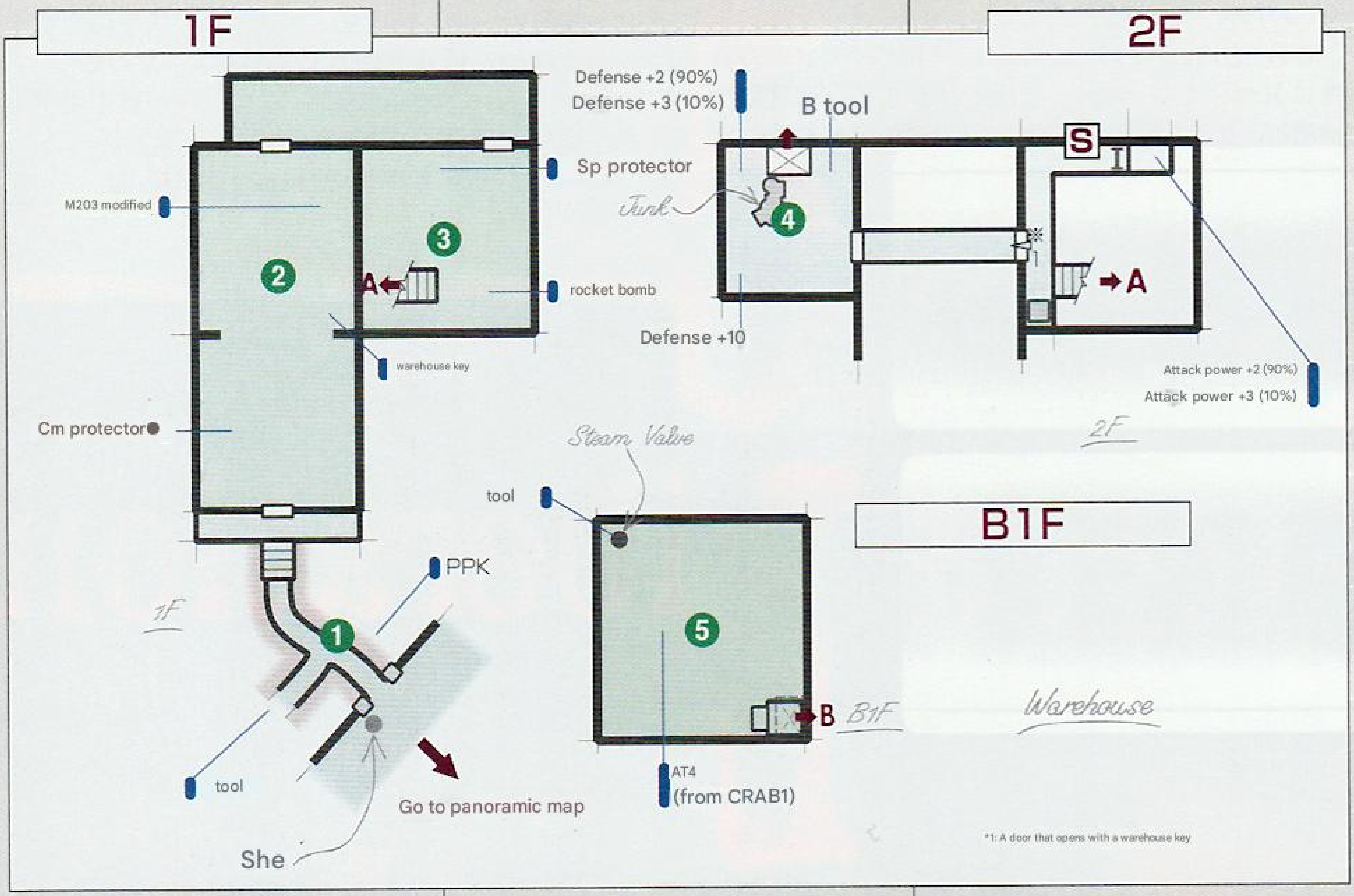
Liberation

~Liberation~

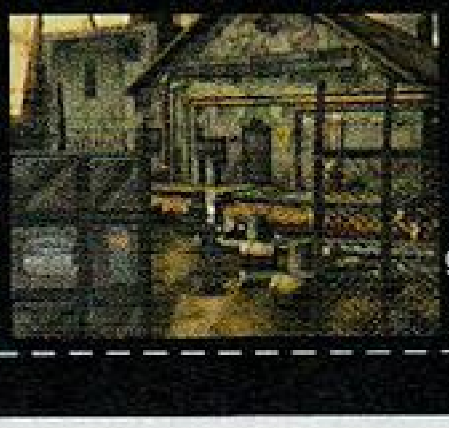
Strategy GUIDE DAY 5

The next day, Day 6, is the final battle against the Perfect Form, so this is the last day you can earn EXP and collect items. By the way, the 3rd Pier Warehouse has no effect on the story progression, so you don't have to go there if you don't want to.

[Wharf 3 Warehouse WAREHOUSE


1F
2F
Defense +2 (90%)
Defense +3 (10%)
B tool
S
I
Sp protector
Junk
④
M203 modified
③
②
A
rocket bomb
Defense +10
A
warehouse key
Attack power +2 (90%)
Attack power +3 (10%)
Cm protector●
Steam Valve
2F
tool
B1F
PPK
1F
①
⑤
B B1F
Warehouse
tool
Go to panoramic map
AT4
(from CRAB1)
She
*1: A door that opens with a warehouse key

① There's a treasure chest hidden behind an iron door. It should be easy to find if you refer to the photo below. The treasure chest to the right of the gate contains a PPK. It's the only firearm outside of the Chrysler Building that has the added effect of "first strike," so you'll definitely want to get your hands on it.



◆ Use the colored boundary line on the ground or the iron pipe in front as a guide. From here, walk to the left.

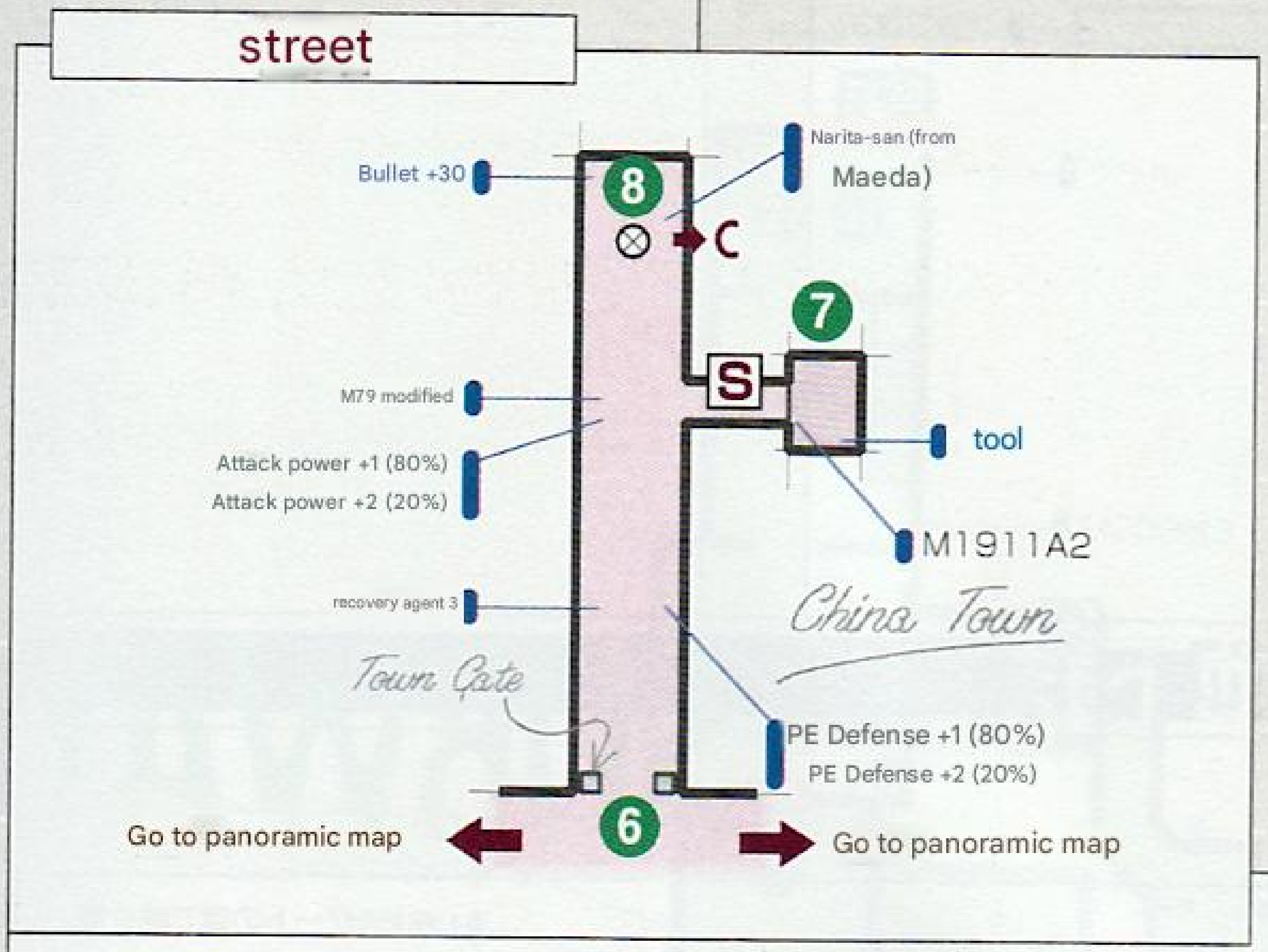
②～⑤ Use the warehouse key obtained in ② to go to ● and use the loading lift

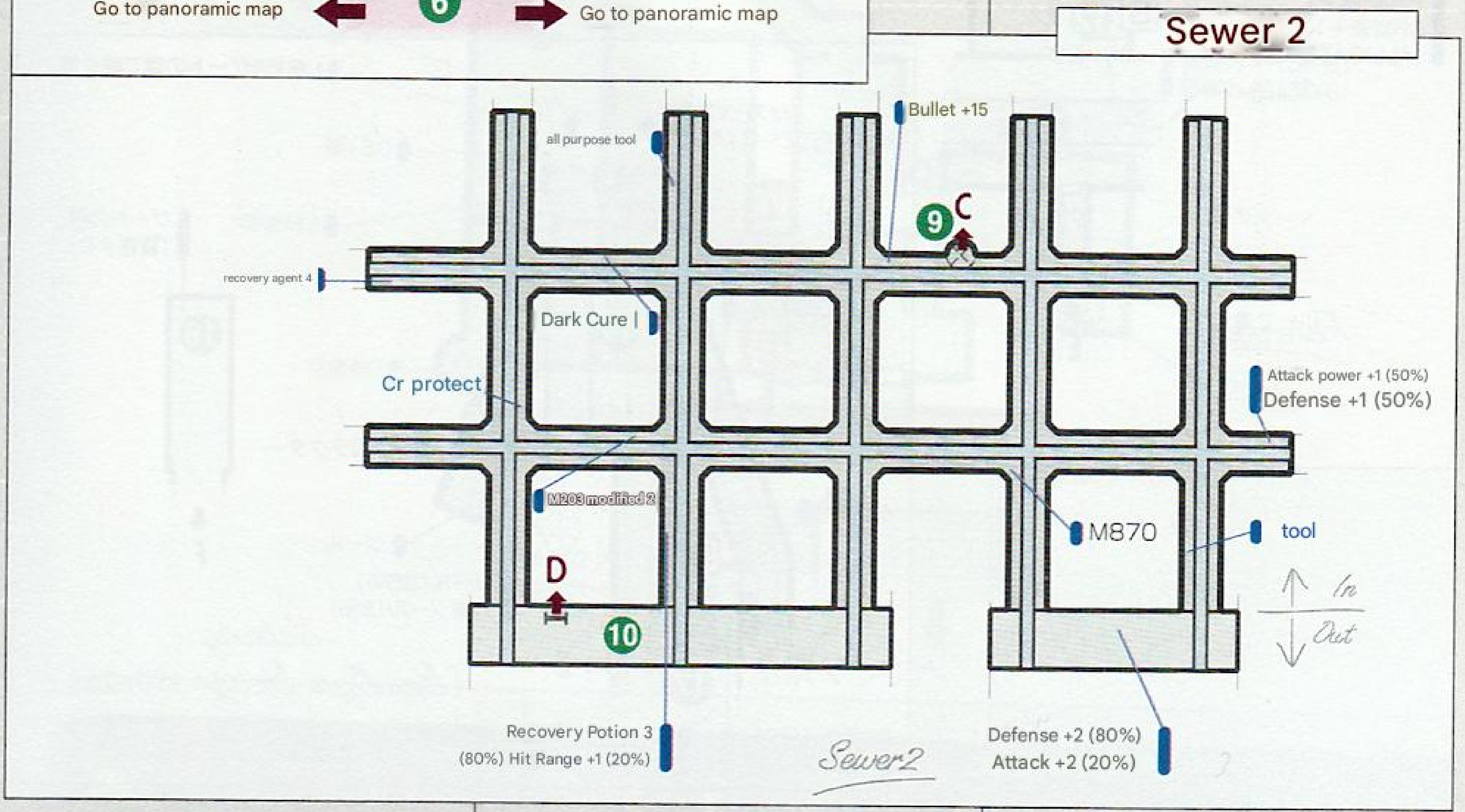
When you descend the cable, you'll fight CRAB1 at ●. After defeating him, you can pick up the tool that's lying on the left side and return to the entrance. Note that gas erupts at irregular intervals in the area where the tool is located, and if you touch it, you'll take damage (however, your HP won't drop below 10). Wait at the very edge of the gas's effective range, and as soon as the gas stops, hurry over to pick it up.

VS CRAB1 (→P.140)

"China Town"

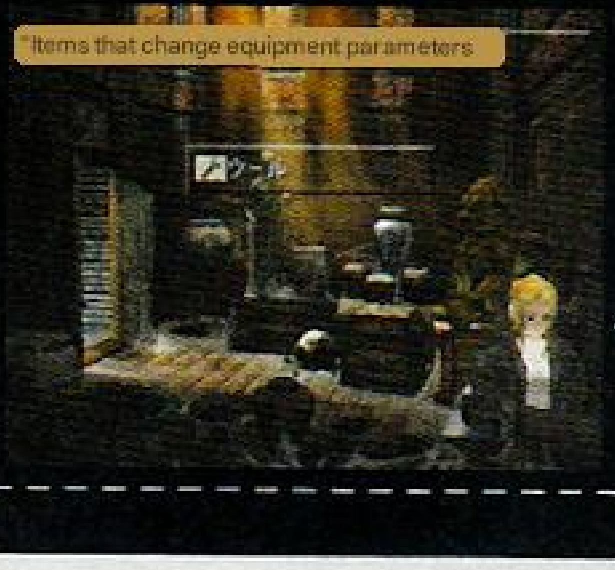
CHINA TOWN


street
Bullet +30
8
Narita-san (from Maeda)
C
7
S
M79 modified
Attack power +1 (80%)
Attack power +2 (20%)
tool
M1911A2
recovery agent 3
China Town
Town Gate
PE Defense +1 (80%)
PE Defense +2 (20%)
Go to panoramic map
6
Go to panoramic map


Sewer 2
Bullet +15
all purpose tool
9
C
recovery agent 4
Dark Cure I
Cr protect
Attack power +1 (50%)
Defense +1 (50%)
M203 modified 2
M870
tool
D
10
In
Out
Recovery Potion 3
(80%) Hit Range +1 (20%)
Sewer2
Defense +2 (80%)
Attack +2 (20%)

⑥∫⑧

After collecting all the items from the antique shop, which can be accessed from the back right of the phone, and on the main street, head to Sewer 2 through the manhole at the end of the main street.


"Items that change equipment parameters

◆At the antique shop, there are items near the entrance and in the front right corner of the screen.

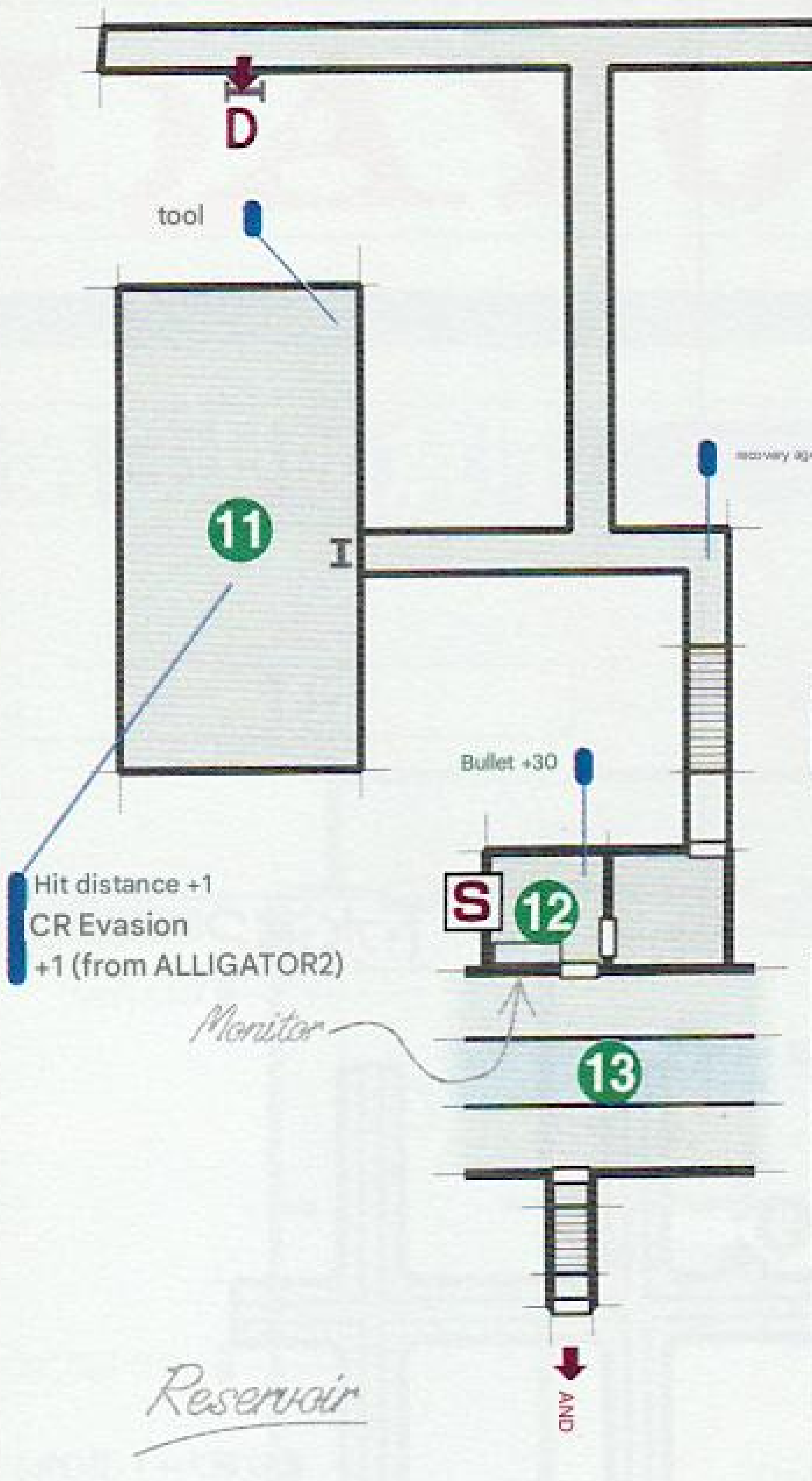
⑨∫⑩

Sewers 2 has many locations with the same graphics, so it's easy to get lost. Use the location of treasure chests and other things to help you find your way around.

⑨ If you just want to move forward, take the shortest route from to ① (go left from ● → turn forward at the first intersection → go straight and turn left at the end → ①).

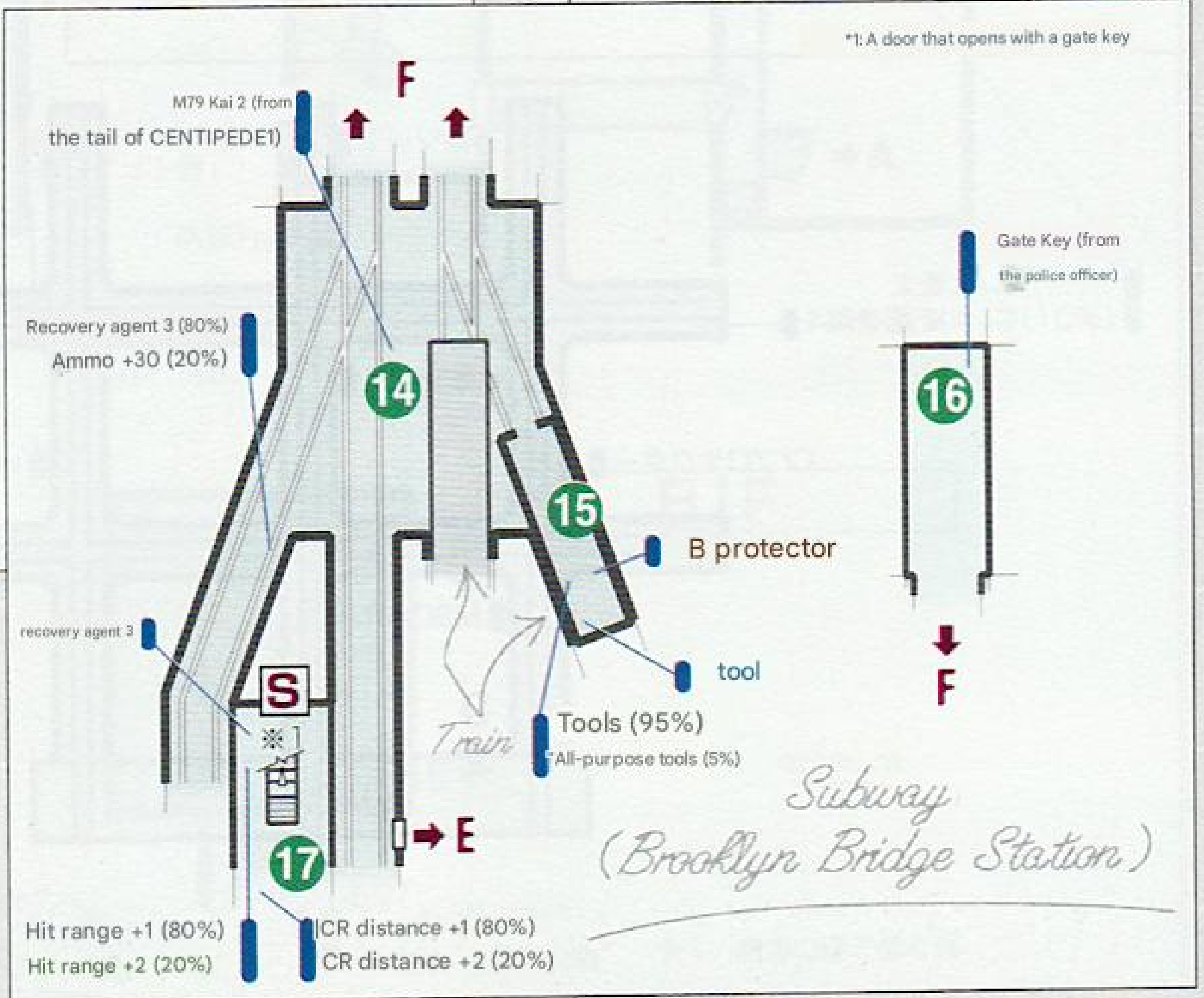
The probability of encountering an enemy in Sewers 2 is set for each type of map graphics. For example, if you encounter an enemy once in a certain location, the encounter rate for all locations with the same graphics (CG maps) will decrease. それ

pump station


club kai 3
D
tool
recovery agent 3
11
Bullet +30
Hit distance +1
CR Evasion
+1 (from ALLIGATOR2)
S
12
Monitor
13
AND
Reservoir

subway

SUBWAY


*1: A door that opens with a gate key
F
M79 Kai 2 (from
the tail of CENTIPEDE1)
Gate Key (from
the police officer)
Recovery agent 3 (80%)
Ammo +30 (20%)
14
16
15
B protector
recovery agent 3
S
※1
tool
F
Train
Tools (95%)
All-purpose tools (5%)
E
17
Subway
(Brooklyn Bridge Station)
Hit range +1 (80%)
Hit range +2 (20%)
CR distance +1 (80%)
CR distance +2 (20%)

⑪ ∫ ⑬ Alligator 2, who appears at ●, has no effect on the story progression, so you can ignore him if Aya's HP is low. To get to the other side of the waterway at ●, you must first activate pumps 1 and 2 in the reservoir, flush the slime down the drain, and then turn off the pumps.

MOVIE 18

VS ALLIGATOR2 (→P.130)

MOVIE 19

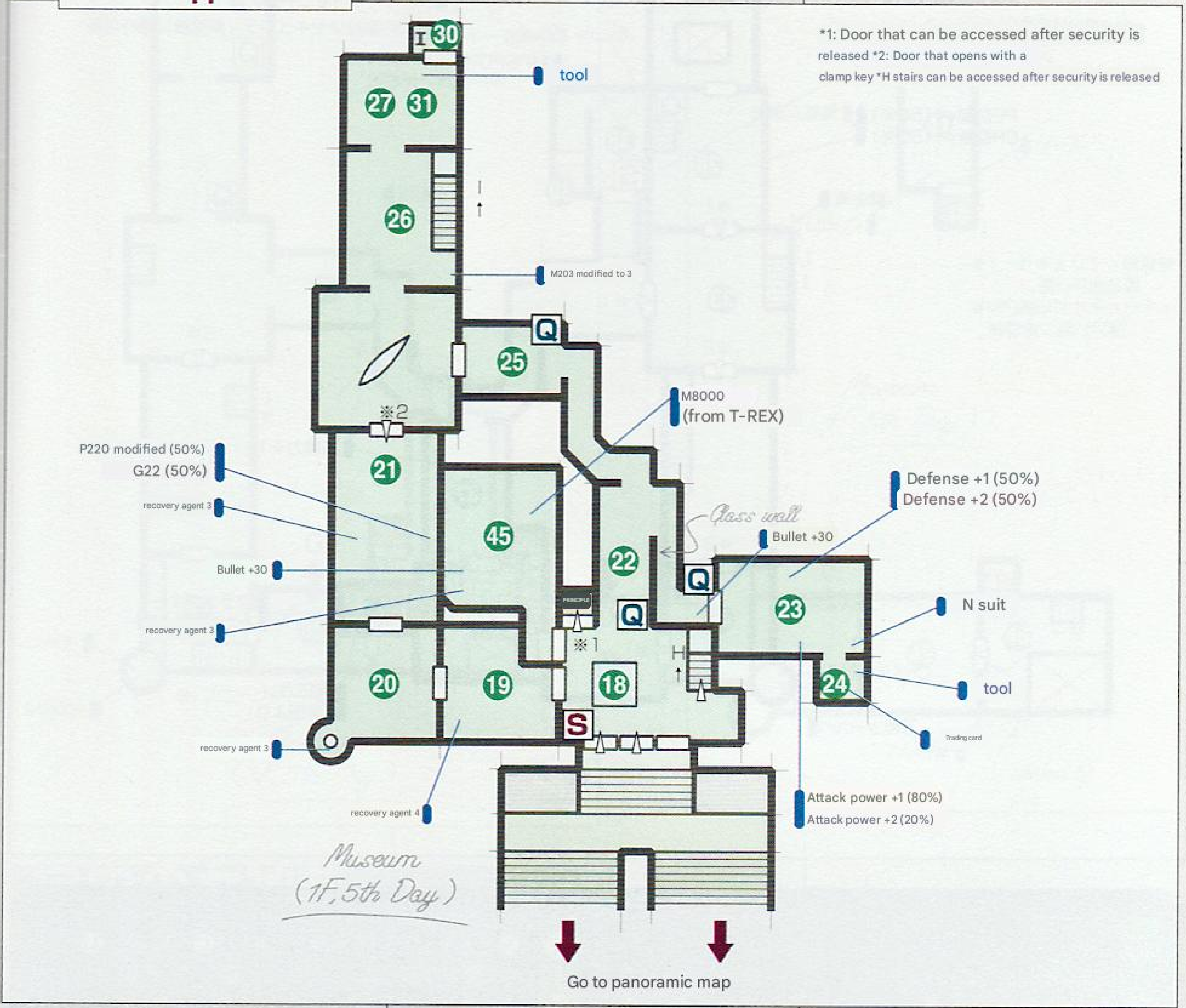
⑭ Fight CENTIPEDE1 at the subway point. Defeat 5. Now get item ⑤.

⑮ VS CENTIPEDE1 (→P.138)

If ∫ on ⑰ you obtain the gate key from the police officer lying on the ground 16th, an event will occur and you will be able to enter the museum. Exit and head to the museum. As an aside, even if you exit Chinatown onto the panoramic map after obtaining the gate key, a point called "Subway" will be added to the panoramic map (however, the ● will remain locked).

[American Museum of Natural History MUSEUM

1F


30
tool
27 31
26
M203 modified to 3
Q
25
M8000
(from T-REX)
※2
P220 modified (50%)
G22 (50%)
recovery agent 3
21
45
22
Glass wall
Bullet +30
Defense +1 (50%)
Defense +2 (50%)
Bullet +30
Q
23
Q
N suit
recovery agent 3
※1
H
20
19
18
24
tool
S
recovery agent 3
Trading card
Attack power +1 (80%)
Attack power +2 (20%)
recovery agent 4
Museum
(1F, 5th Day)
Go to panoramic map

*1: Door that can be accessed after security is released *2: Door that opens with a clamp key *H stairs can be accessed after security is released

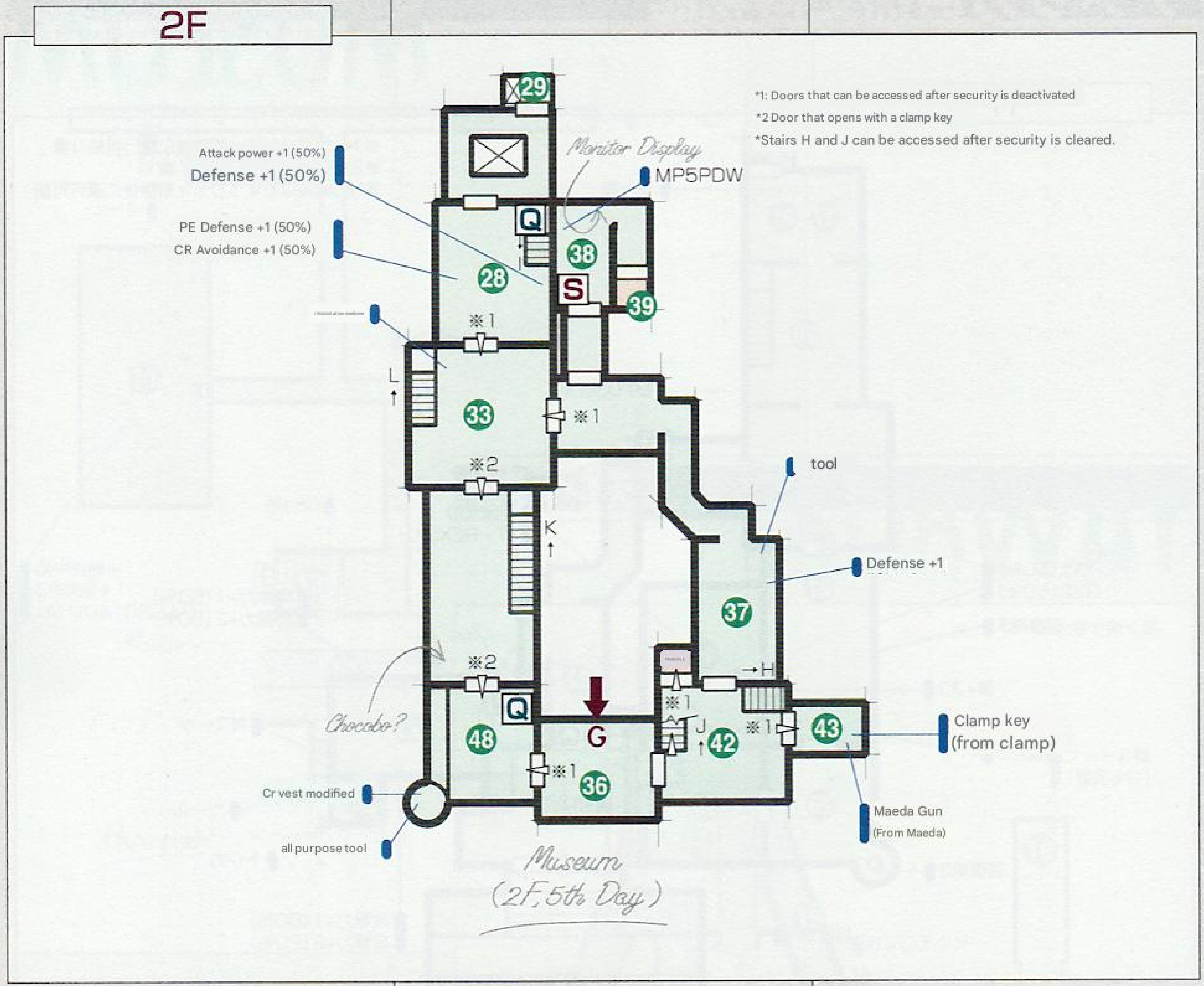
Immediately after arriving at the museum, Dr. Crump will disappear behind a door leading from 18 to 21. However, following him to 21 will result in you having to turn back, so it is a good idea ㉒ to ignore him and head back to . By the way, immediately after arriving at the museum, you will not encounter enemies in rooms ⑪ and ②, but after seeing enemies in either of 135, you will encounter enemies in these rooms as well.

The quiz machine makes its first appearance in 22②. If you answer the questions correctly, you will receive an item as a prize (→P.285). To ㉓ get to 24, move from the right side of the plant wall in ② to the front of the screen. To get to ②, move the brown box at the bottom right of ②.

25 You can't proceed further unless you defeat the Scorpion 1 blocking your path. The enemy has high defensive power, so if your weapon isn't very powerful, prepare to be counterattacked and use "Energy Shot" to fight.

㉖ ∫ ㉗ When I entered and tried to turn back, an earthquake occurred. After that, when you try to go to ● again, three ARMADILLO1s will appear. If you do not defeat them, you will not be able to reach the emergency ladder at ② (→ P.224).

30 ∫ ㉛ Use the emergency ladder to get behind the human head statues. Examine the back of the second statue from the left to get the tool.


2F
*1: Doors that can be accessed after security is deactivated
*2 Door that opens with a clamp key
*Stairs H and J can be accessed after security is cleared.
Attack power +1 (50%)
Defense +1 (50%)
PE Defense +1 (50%)
CR Avoidance +1 (50%)
Monitor Display
MP5PDW
29
Q
38
28
S
39
※1
L
33
※1
※2
K
tool
Defense +1
37
H
※2
Chocobo?
Q
G
※1
J
42
※1
43
Clamp key
(from clamp)
48
※1
36
Cr vest modified
all purpose tool
Maeda Gun
(From Maeda)
Museum
(2F, 5th Day)

㉜ ～ ㊱ The door to 35 (P.225) will be locked immediately after entering, but if you exit through the window into the stairwell, you can climb up the ㉝ wall and reach . You can also obtain the resuscitation potion at after ㊷ disabling security with ● before heading to .

㊲ There are two treasure chests inside the tent. The one straight into the tent from the entrance contains +1 defense, and the one going up from there contains tools.

㊳ ～ ㊶ If you look at the monitor at ●, you'll see that Eve is on the 4th floor. Also, if you deactivate the security with the switch to the right of the monitor, you'll be able to use the stairs and elevators in the halls on each floor, and some of the blocked doors will also become passable. Incidentally, to get on the elevator at ●, simply walk a little to the right from in front of the security deactivation switch, then move forward.

MOVIE 20

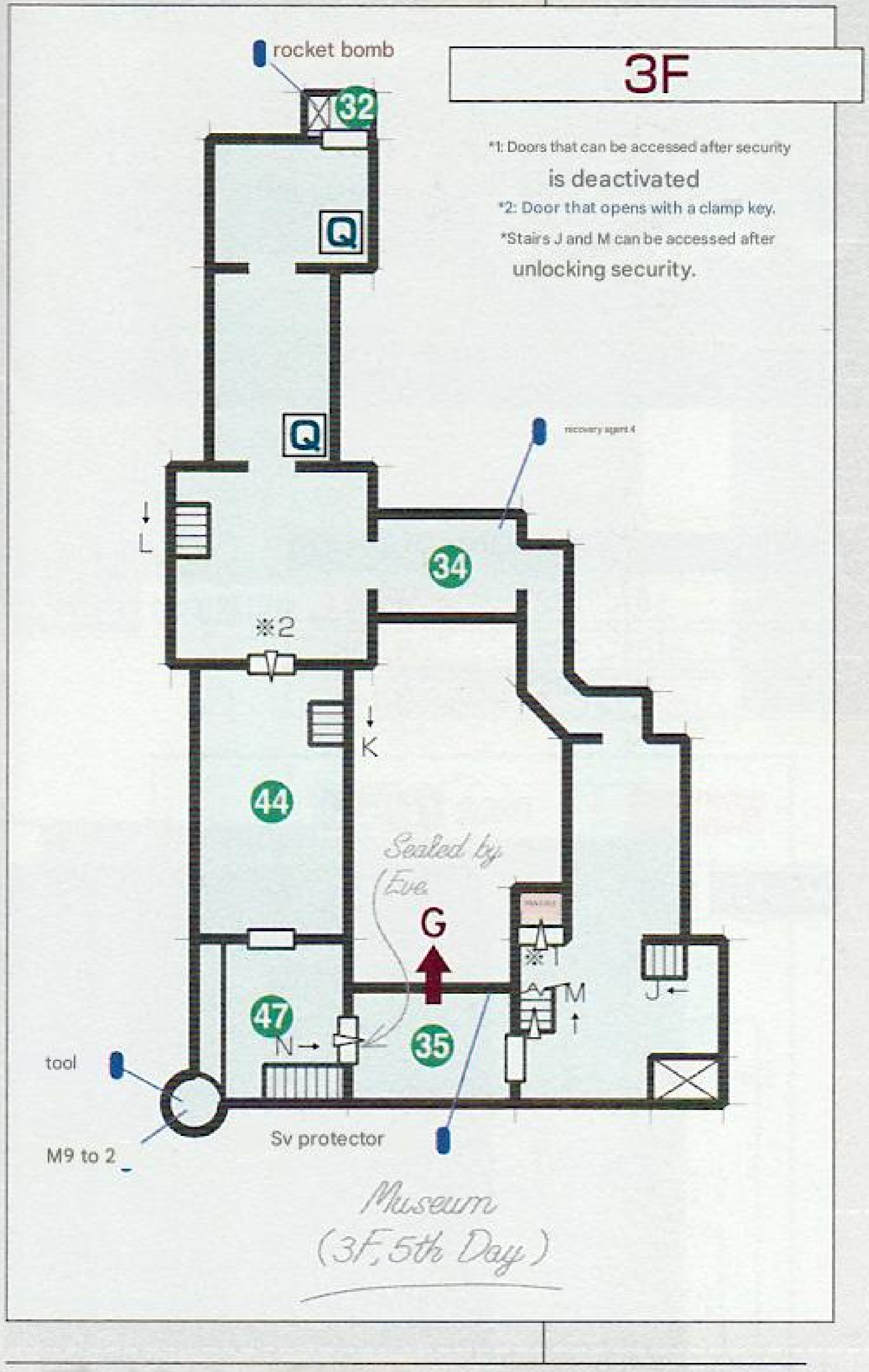
㊷ ～ ㊸ ③ After disabling the security, go to ●, where you'll find the door to ③ half-open. At ●, you'll get the Maeda Gun and Clamp Key.

44 44 (P.225) When you reach the center, you will encounter TRICERATOPS1.

VS TRICERATOPS1 (→P.142)

㊺ If you try to go to ● after fighting TRICERATOPS1, you will be forced to drop to ④ (→P.223) by the dying TRICERATOPS1, where you will be thrust into a battle with a T-REX. If you are low on healing items or ammo after defeating TRICERATOPS1, it is a good idea to turn back and replenish them. It is also a good idea to save at ●. Aya's HP will be fully restored when she is transported to ● (her PE bar will remain the same).

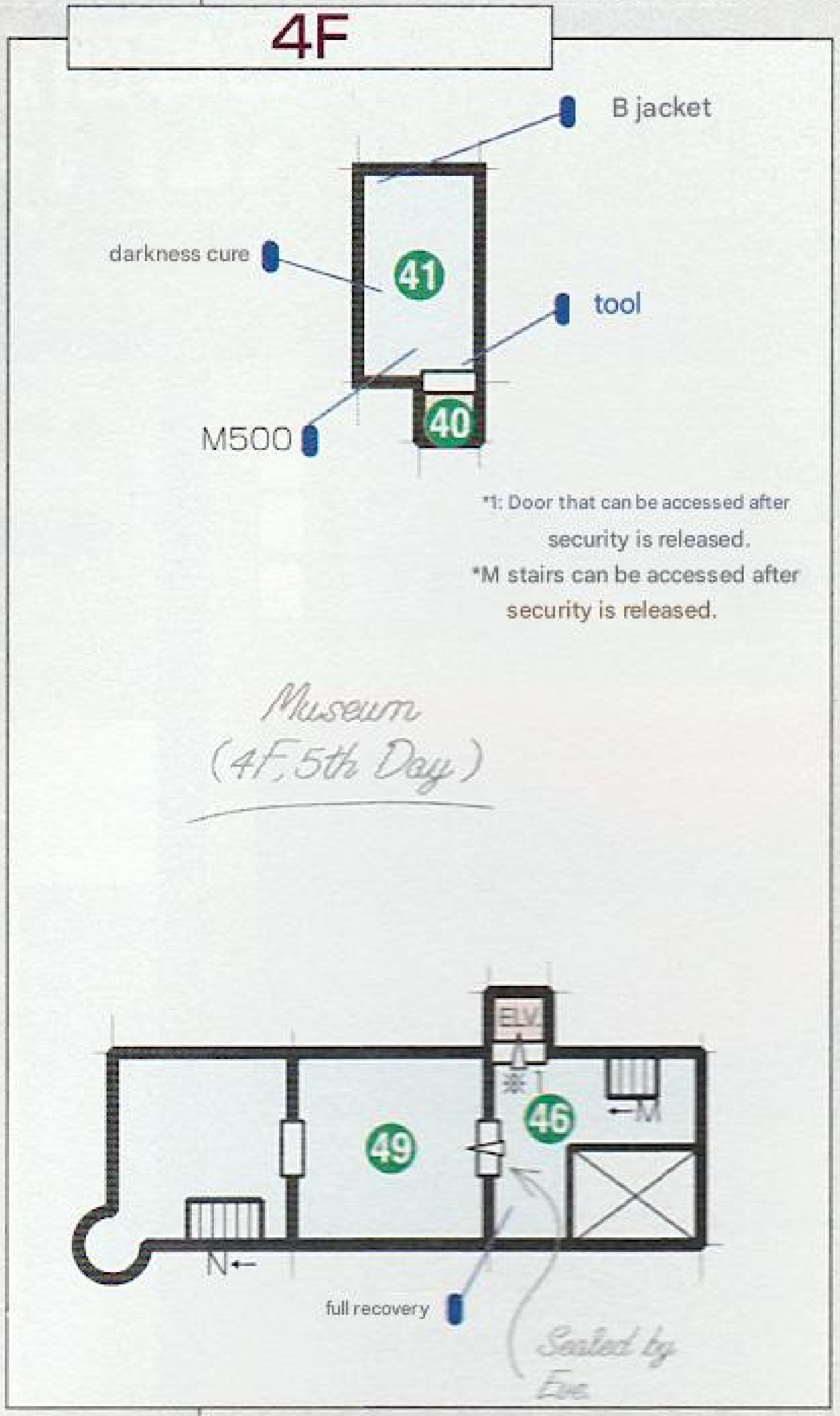
VS T−REX (→P.144)


rocket bomb
32
3F
Q
Q
recovery agent 4
34
L
※2
K
44
Sealed by Eve
G
※1
M
J
47
N
35
tool
M9 to 2
Sv protector
Museum (3F, 5th Day)

*1: Doors that can be accessed after security is deactivated

*2: Door that opens with a clamp key.

*Stairs J and M can be accessed after unlocking security.


4F
B jacket
darkness cure
41
tool
M500
40
Museum (4F, 5th Day)
ELV
※1
46
M
49
N
full recovery
Sealed by Eve

*1: Door that can be accessed after security is released.

*M stairs can be accessed after security is released.

In front of the Statue of Liberty

47 Immediately after entering ①, an earthquake occurs, shattering the glass in the display cases at ① and ③ (→P.224) 5. You will not be able to obtain the item in the hidden room behind the display case until after this event.

MOVIE 21

(49) ~ (50) Once you set foot in ④, you will not be able to return to Manhattan Island. This means that you will no longer be able to collect items, modify your equipment, or earn EXP. Therefore, we recommend that you create a separate save file for the data you saved just before going to ● and leave it there until you complete the game.

MOVIE 22~35

VS Eve - 4th Form ~ Final Form (→P.153)

MOVIE 36

After disabling security at 46, you can come to this room. The full recovery medicine in the treasure chest near the ㊺ door can be easily obtained by taking the elevator from after the T-Rex battle at .

WAREHOUSE

Pier 3 Warehouse

Central Park
Carnegie Hall
Museum
Warehouse
Soho
Chinatown

Day1	×	Day4	×
Day2	×	Day5	○
Day3	×	Surprised	×

New York is also one of the world's largest port cities. Piers (piers built perpendicular to the shore) were built in the southeast of Manhattan Island in the 17th and 18th centuries, and more were built in the southwest, Brooklyn, and other areas, growing the city into one of the world's largest ports. There are many warehouses on and around the pier grounds, and old warehouses built around the 19th century have become tourist attractions.

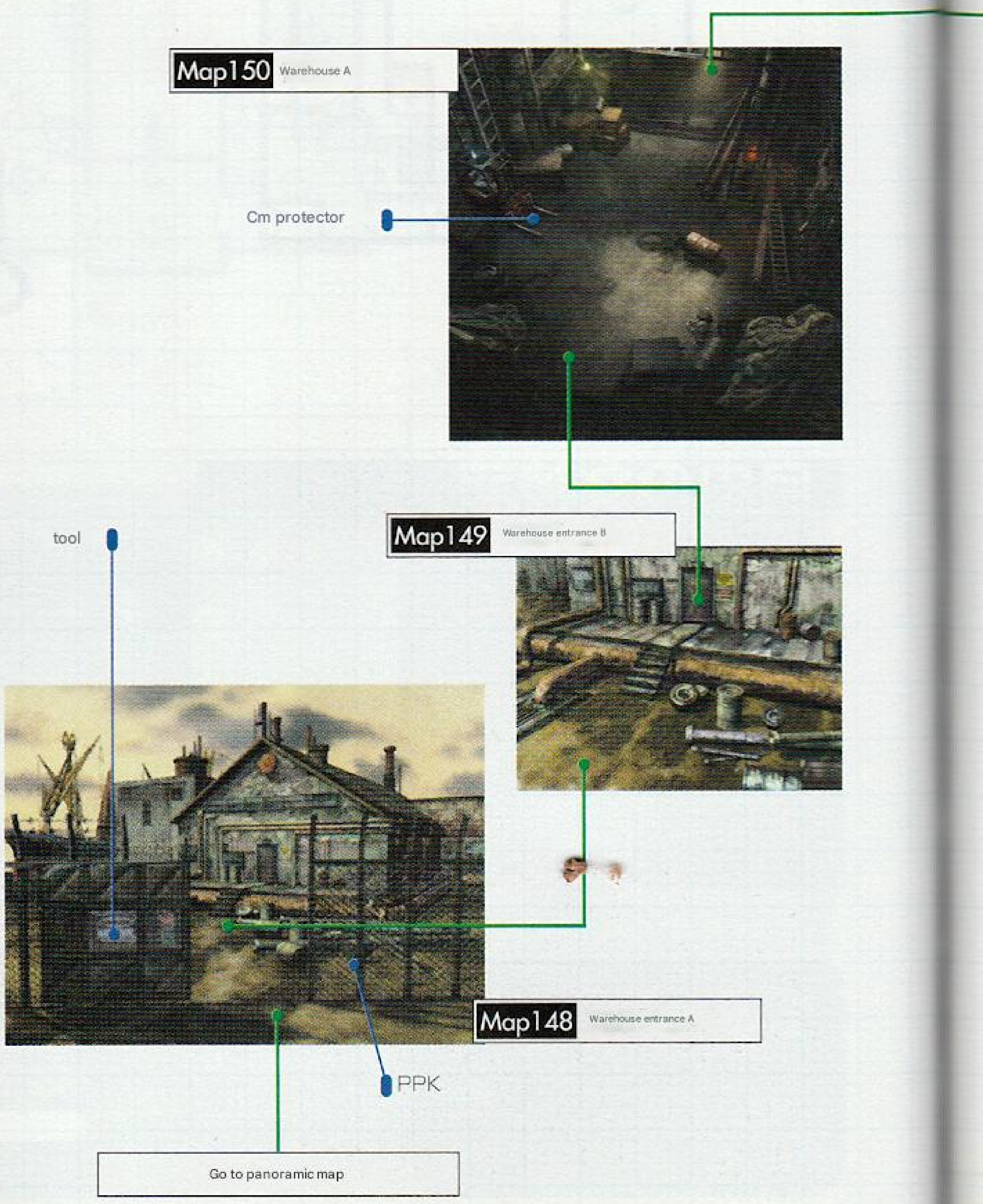
About the No. 3 Pier Warehouse

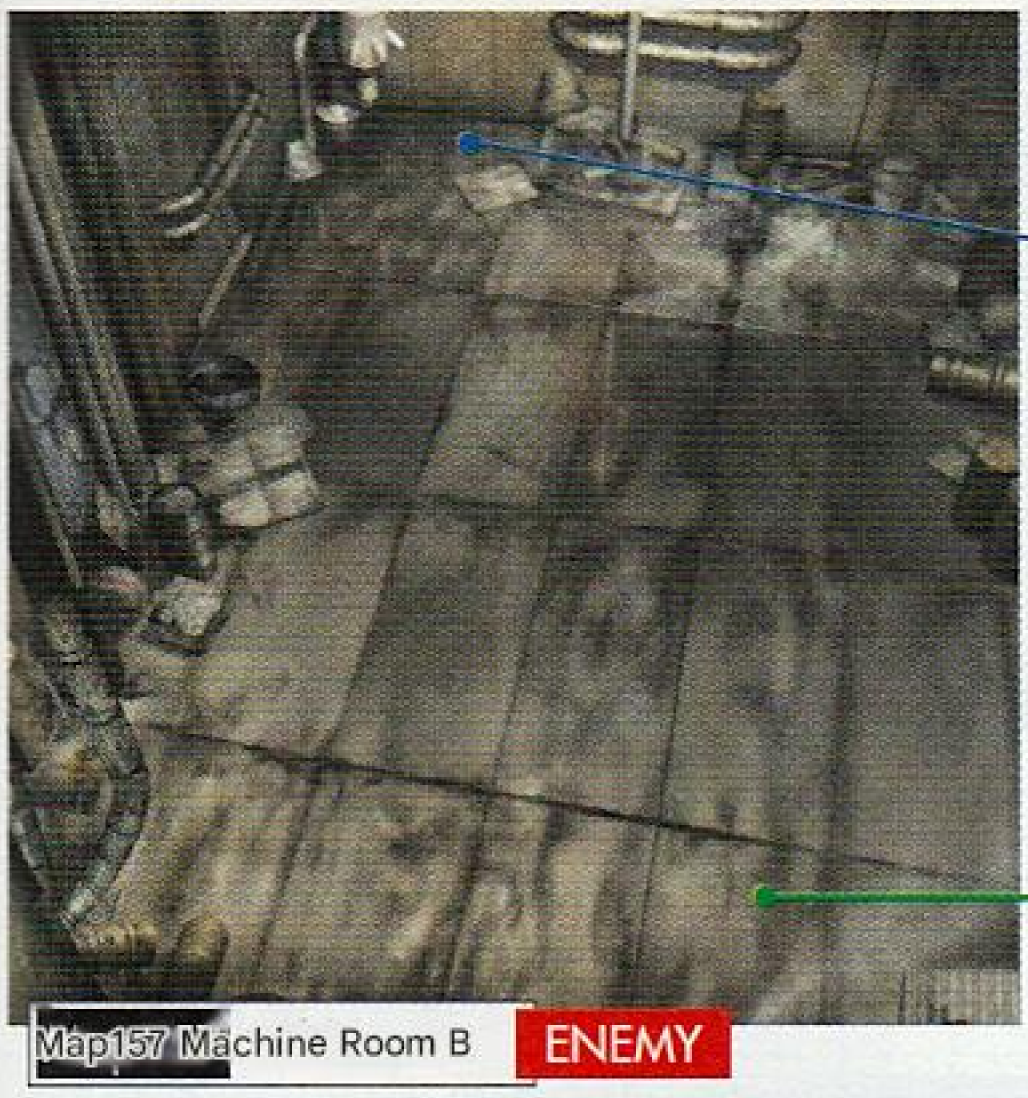
Pier 3 Warehouse is a fictional building; the location where it stands in the game (near West 14th Street along the Hudson River) is actually the location of Piers 50-60.

◆Perhaps because it is built near the sea, a giant crab awaits at the deepest part.

● Debut NMC

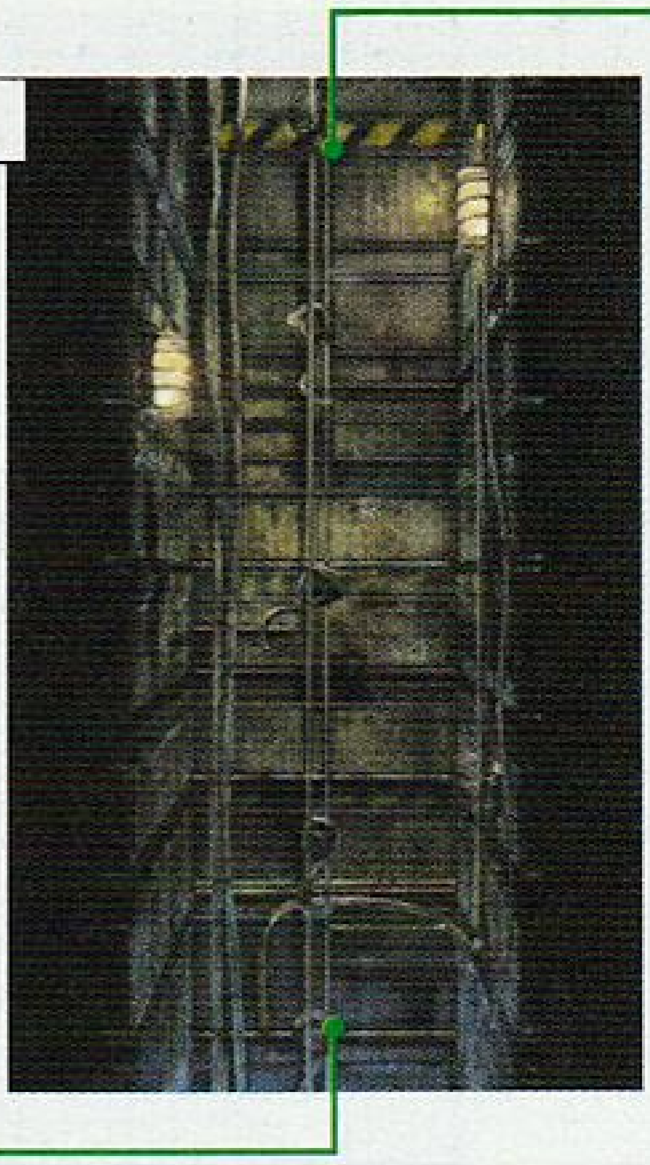
NAME	MAP	DATA
RAT4	151、152	P.92
SPIDER3	151、152	P.108
CRAB1	157	P.140


Map150
Warehouse A
Cm protector
Map149
Warehouse entrance B
tool
Map148
Warehouse entrance A
PPK
Go to panoramic map

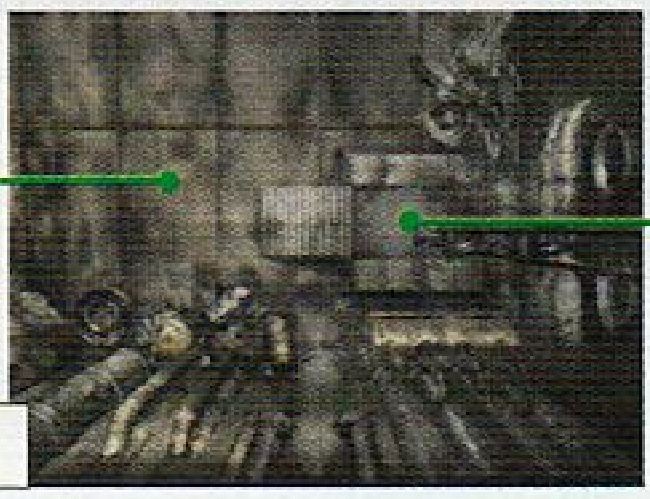


tool

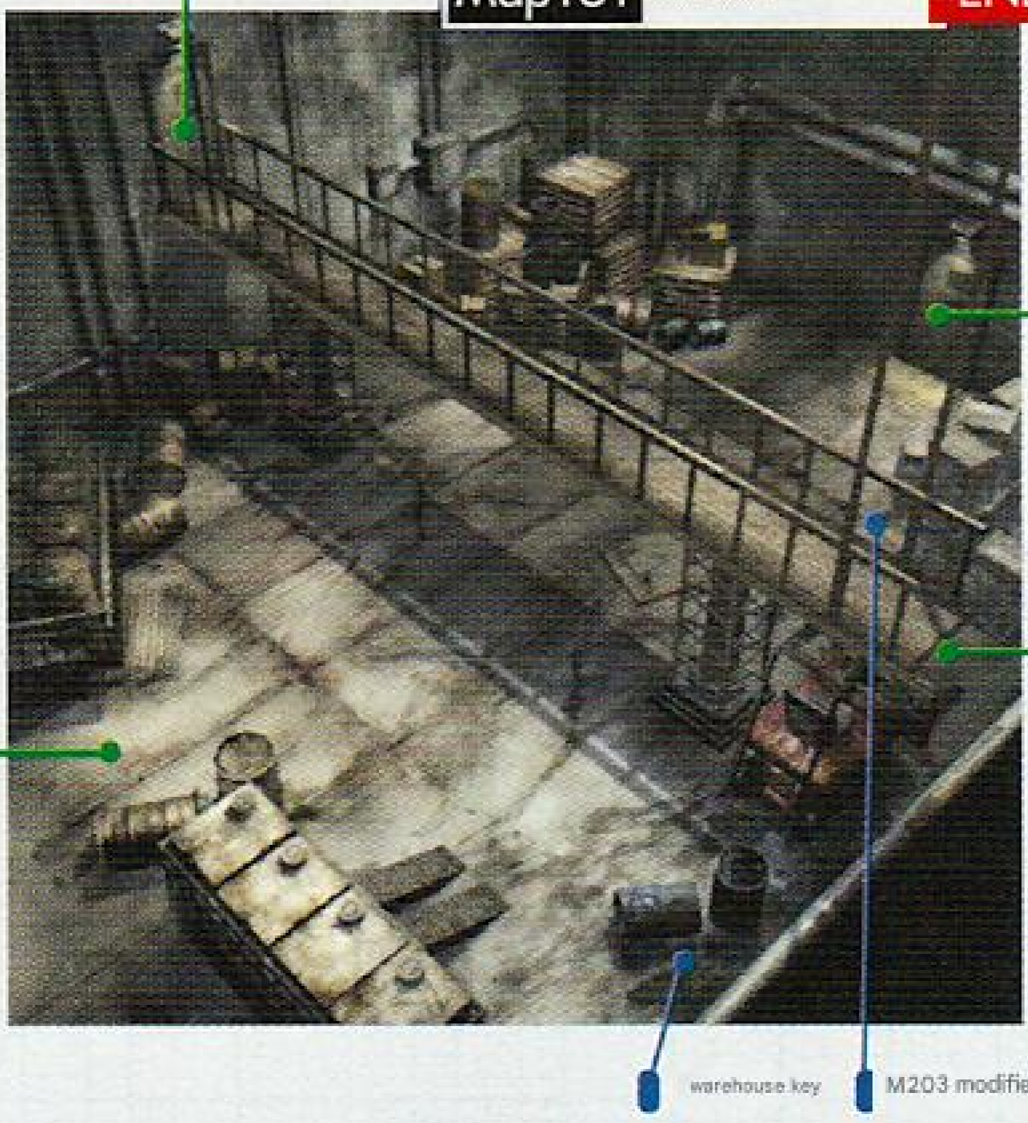
Map157 Machine Room B **ENEMY**



Map155 Loading lift



Map156 Machine room A

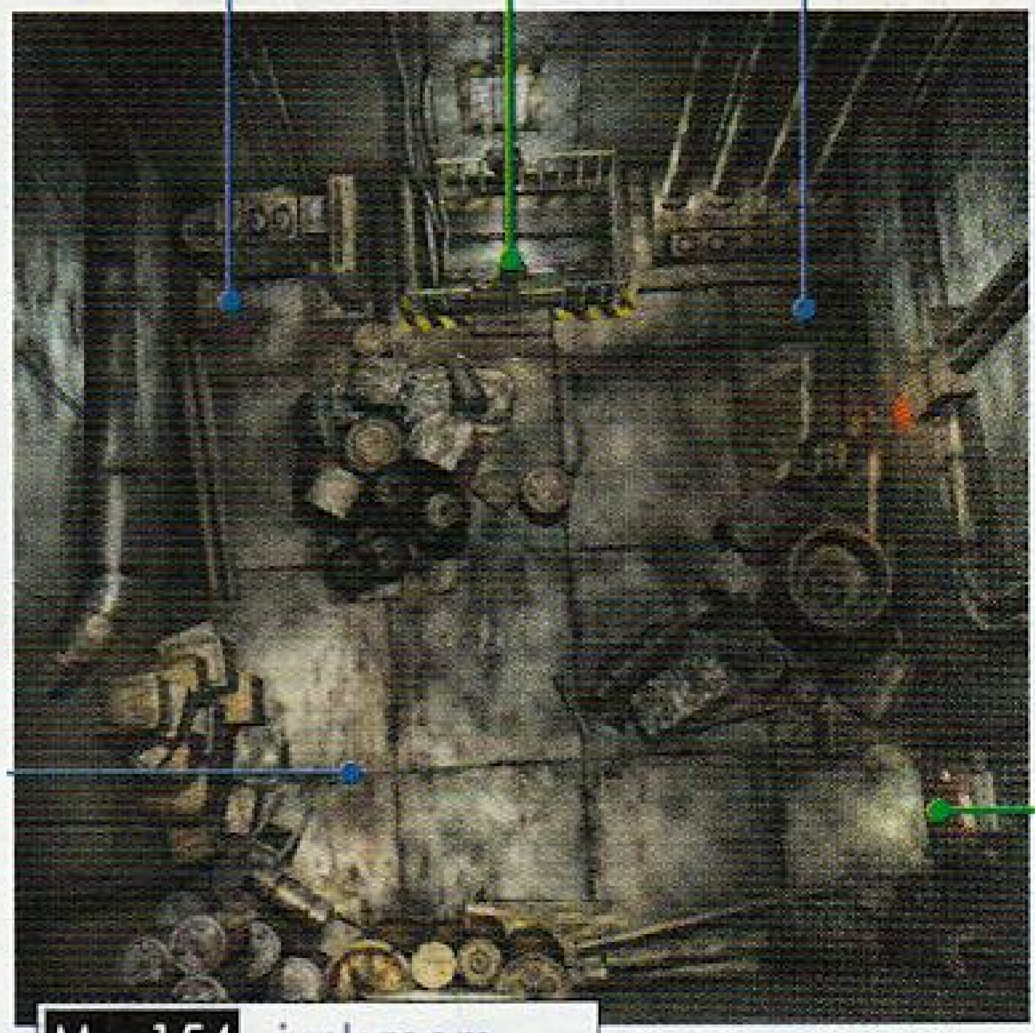


Map151 Warehouse B **ENEMY**

warehouse key

M203 modified

Key: Warehouse key

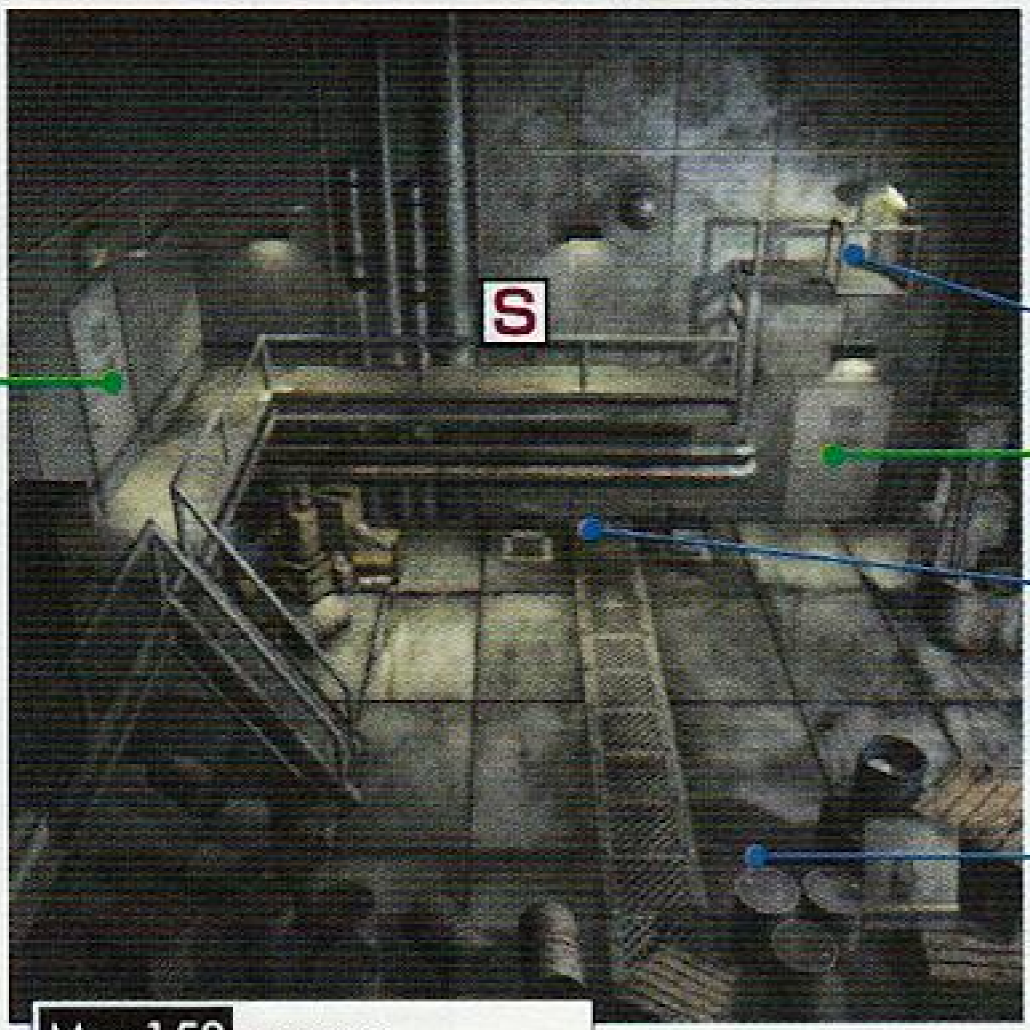


Defense +2 (90%)
Defense +3 (10%)

tool

Defense +10

Map154 junk room

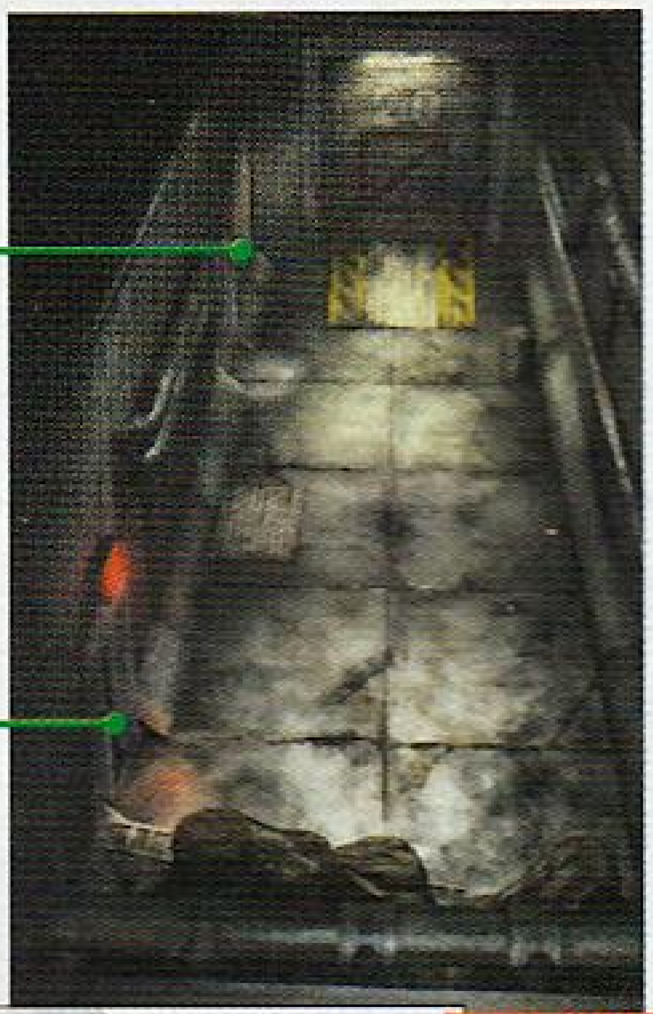


Attack Power +2 (90%)
Attack Power +3 (10%)

Sp protector

rocket bomb

Map153 Warehouse C



Map152 Access **ENEMY**

Pier 3 Warehouse

CHINA TOWN

china town

Carnegie Hall
Central Park
Museum
Warehouse
Soho
Hospital
Chinatown

Day1	×	Day4	×
Day2	×	Day5	○
Day3	×	surprised	×

The origins of this town date back to Chinese people who crossed the ocean to help build the transcontinental railroad, who then moved to New York with the railroad's opening and opened restaurants and fresh food stores. Today, it is the largest of the Chinatowns scattered across the United States, and Chinese businesses have also opened in the neighboring Jewish Quarter and Little Italy.

China Town in the game

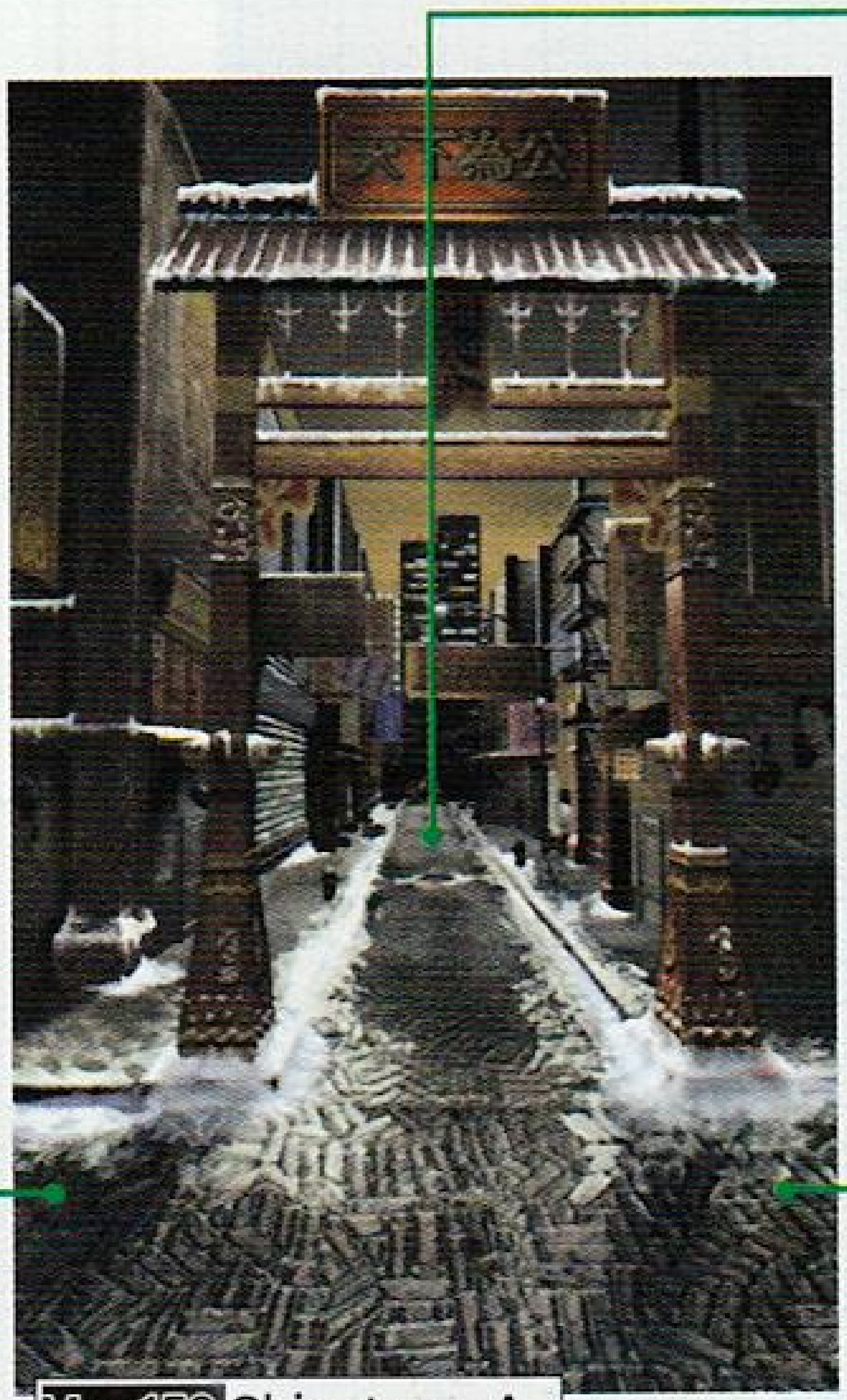
The entrance is an adaptation of a real town, but the interior is original. The building to the left of the gate on the panoramic map screen is a real building that houses shops such as the Golden Yang Food Restaurant (a Chinese restaurant).

◆In the game, an evacuation order is issued and the area is deserted, but it is actually a lively area all year round.

street

● Debut NMC

NAME	MAP	DATA
POISON-SNAKE2	160	P.96
CAT1	159、160	P.116



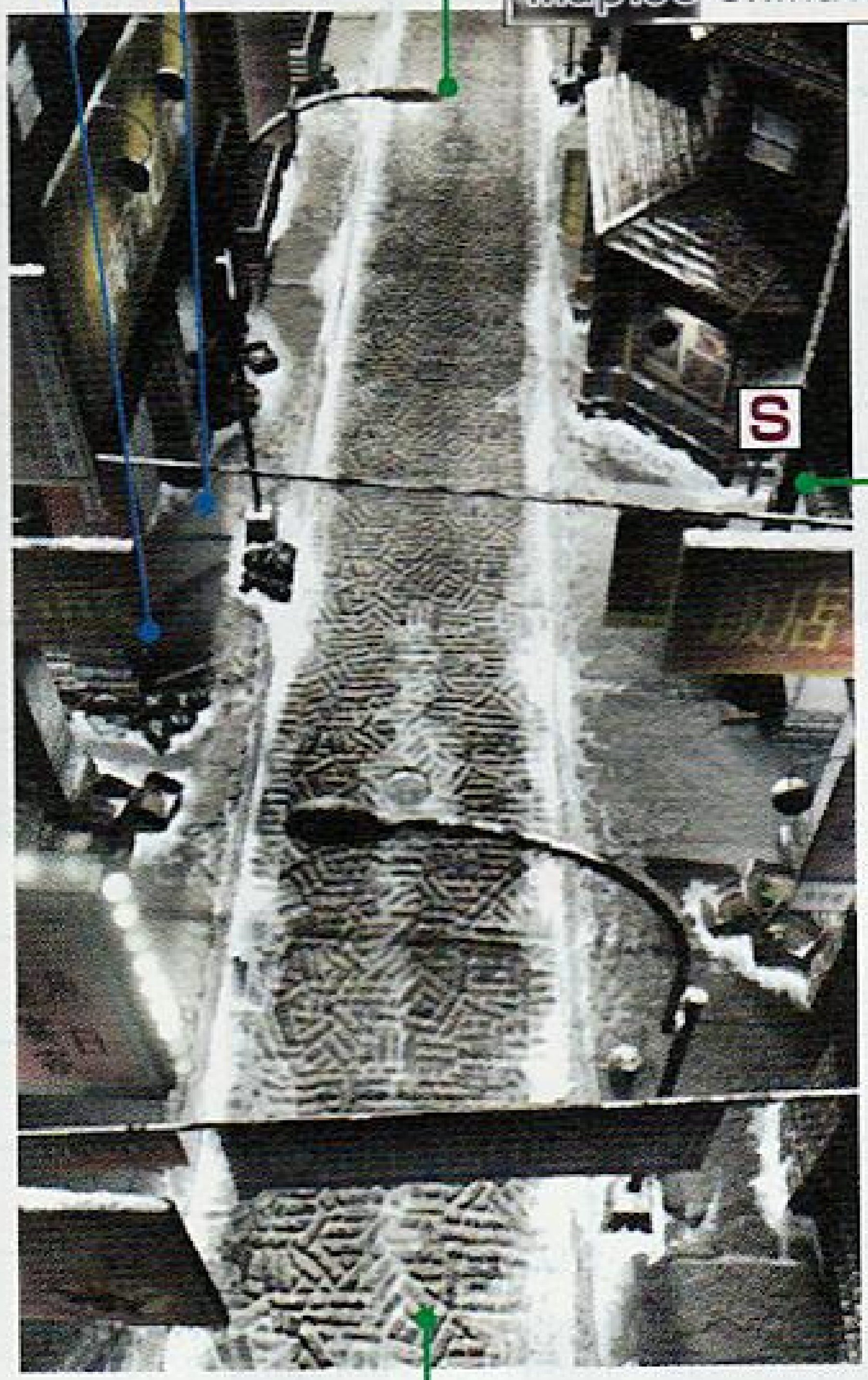
Map158 Chinatown A

Go to panoramic map

S dirty water no

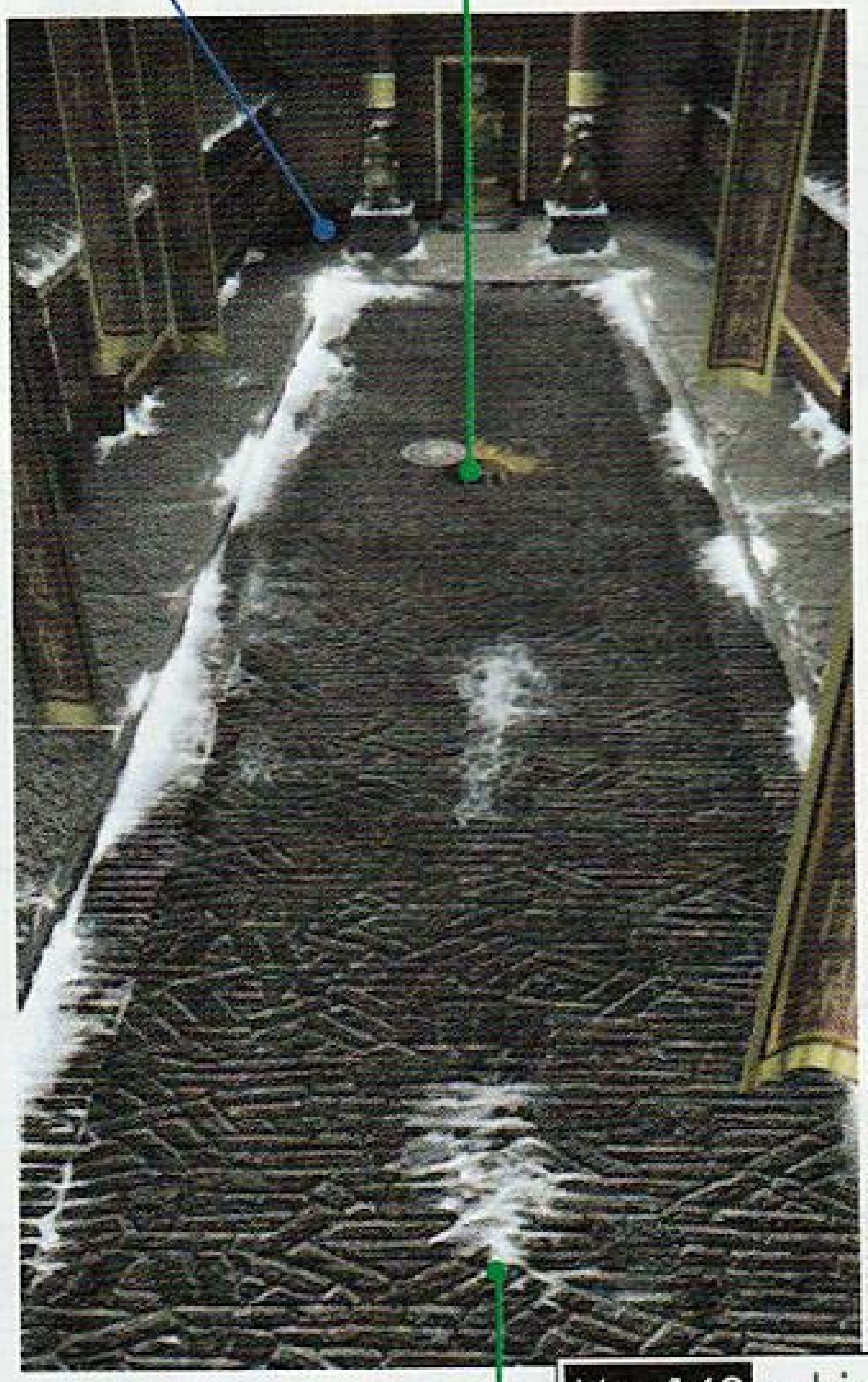
Attack power +1 (80%)
Attack power +2 (20%)
M79 modified

Map160 Chinatown C **ENEMY**



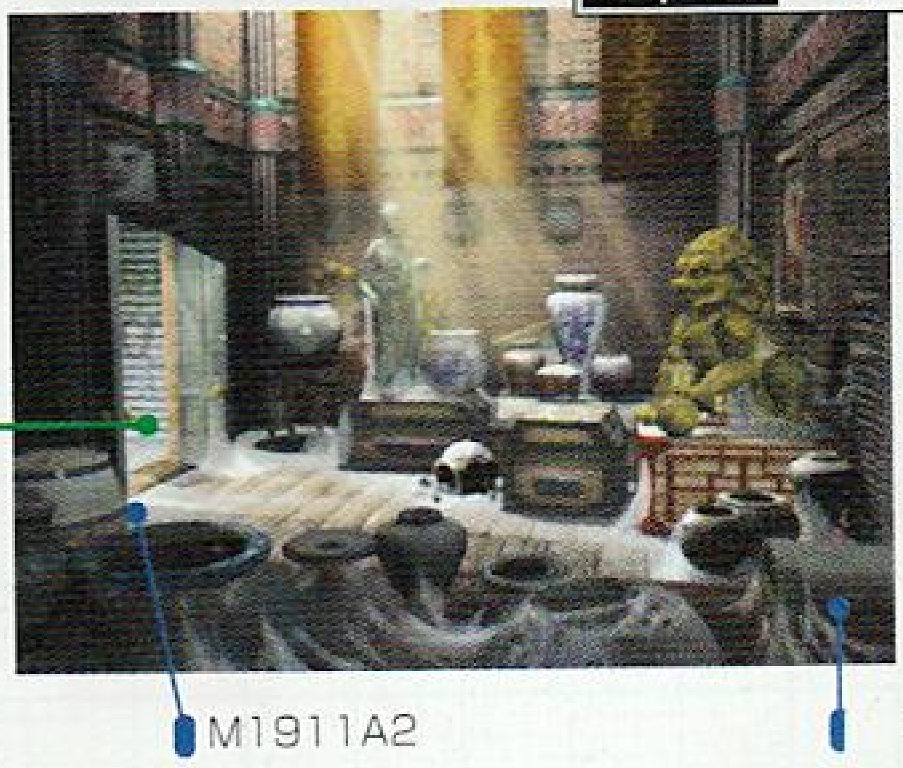
Map170 To sewer 2H

Bullet +30



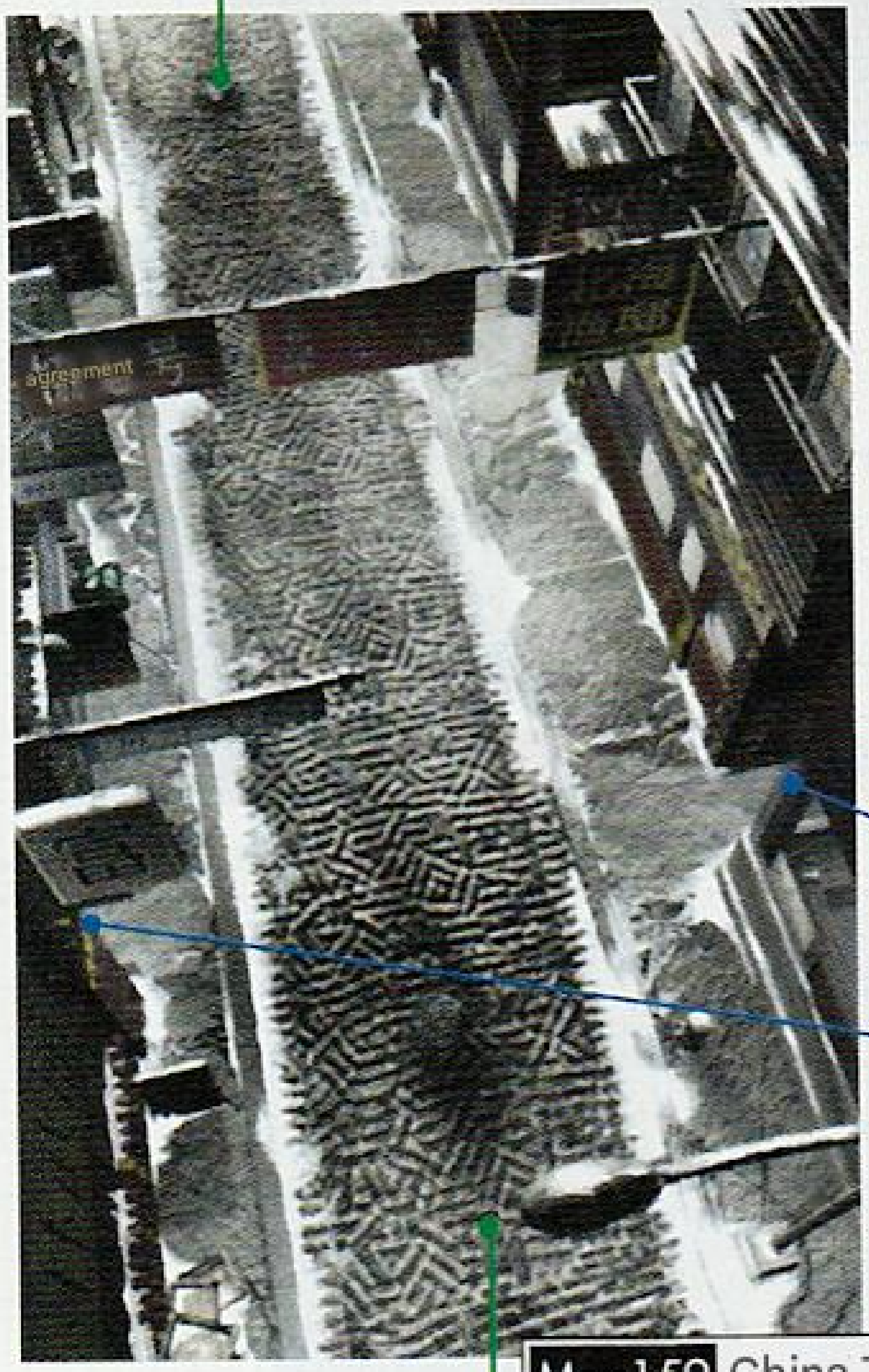
Map162 china town d

Map161 Antique store



M1911A2

tool

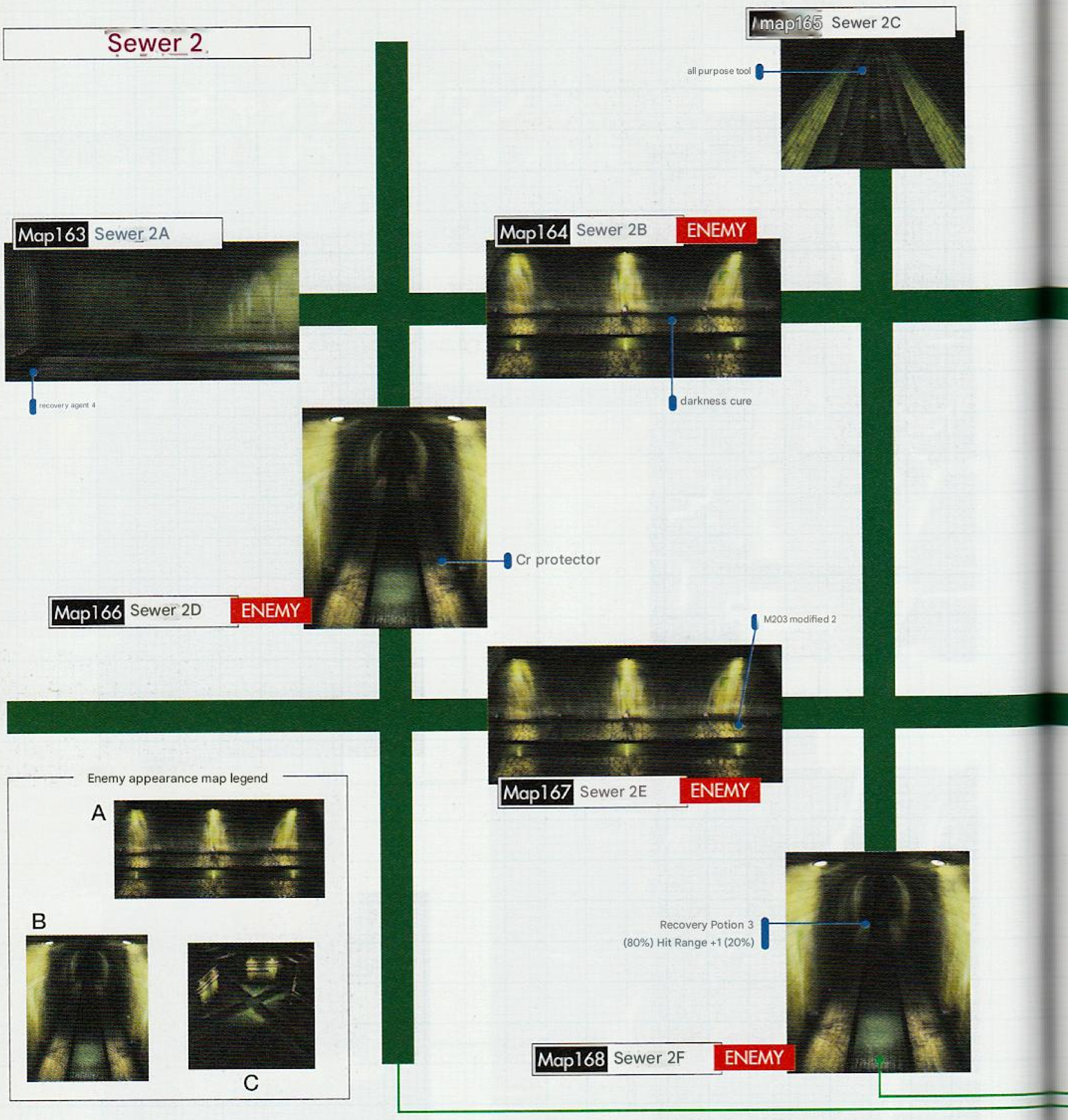


PE Defense +1 (80%)
PE Defense +2 (20%)

recovery agent 3

Map159 China Town B **ENEMY**

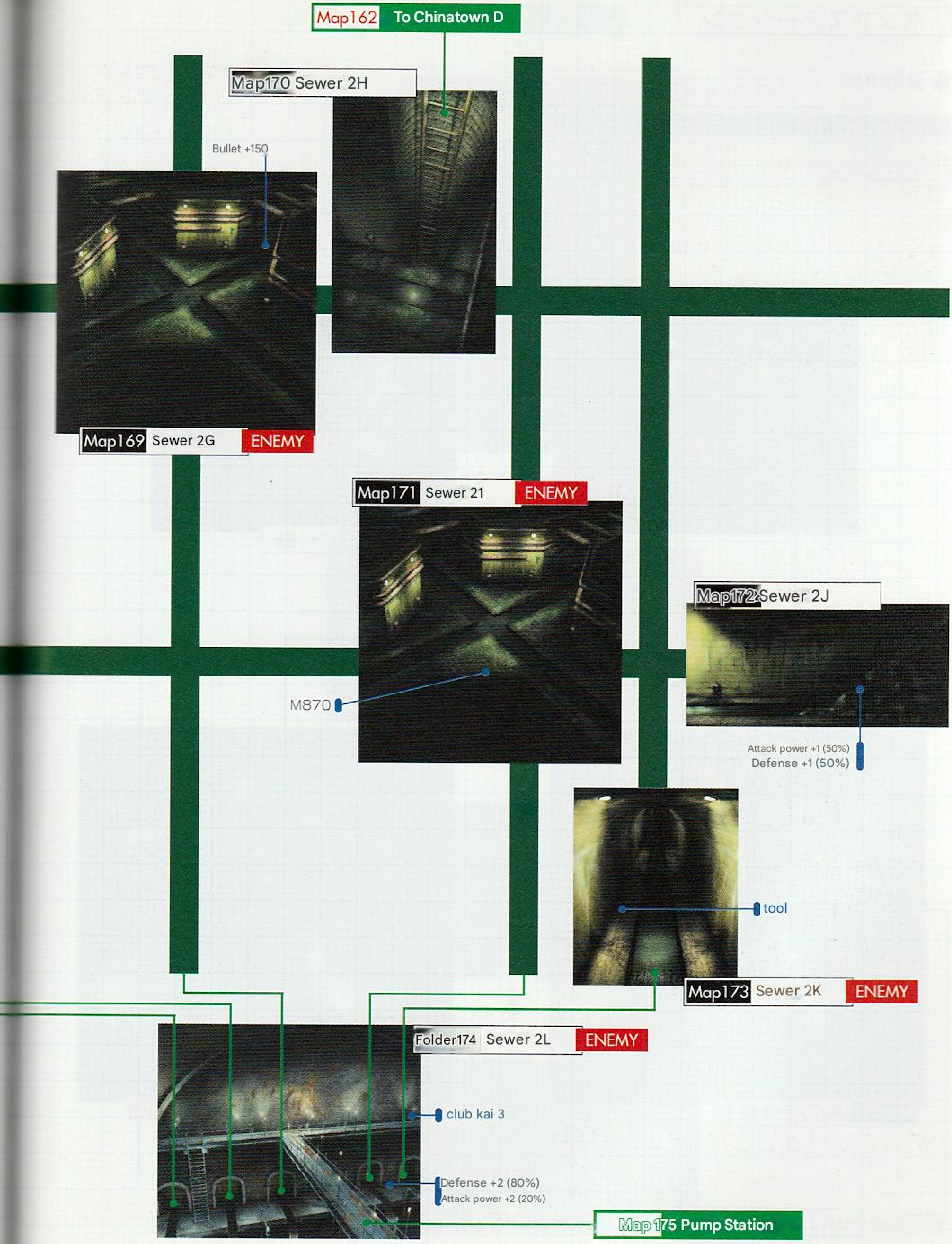
Sewer 2


map165 Sewer 2C
all purpose tool
Map163 Sewer 2A
recovery agent 4
Map164 Sewer 2B ENEMY
darkness cure
Cr protector
Map166 Sewer 2D ENEMY
M203 modified 2
Map167 Sewer 2E ENEMY
Enemy appearance map legend
A
B
C
Recovery Potion 3
(80%) Hit Range +1 (20%)
Map168 Sewer 2F ENEMY

● Debut NMC

NAME	MAP	DATA
FROG2	A、B	P.95
POISON-SNAKE2	C	P.96
BAT1	A、B、C	P.118

*Sewers 2 is made up of a combination of several CGs, such as crossroads and side passages. There are a total of 7 types of CGs, totaling 37 images, but here we have only shown the CGs of the places where you can obtain items and the entrances and exits to Chinatown. Also, the types of enemies that appear are the same if they have the same graphic CG (→ P. 22). Please note that the way the "MAP" column in the list of NMCs that appear has changed accordingly. For example, if it says A or B, it means that the enemy will appear in all locations with the same graphic as A and B in the "Enemy Appearance Map Legend."

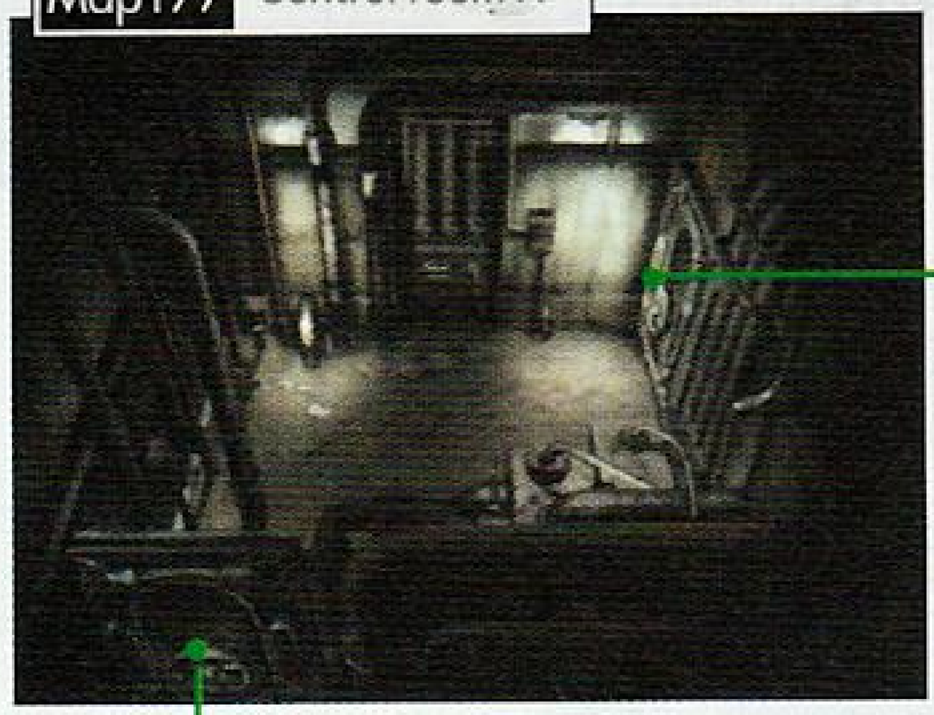

Map162 To Chinatown D
Map170 Sewer 2H
Bullet +150
Map169 Sewer 2G ENEMY
Map171 Sewer 21 ENEMY
M870
Map172 Sewer 2J
Attack power +1 (50%)
Defense +1 (50%)
tool
Map173 Sewer 2K ENEMY
Folder174 Sewer 2L ENEMY
club kai 3
Defense +2 (80%)
Attack power +2 (20%)
Map175 Pump Station

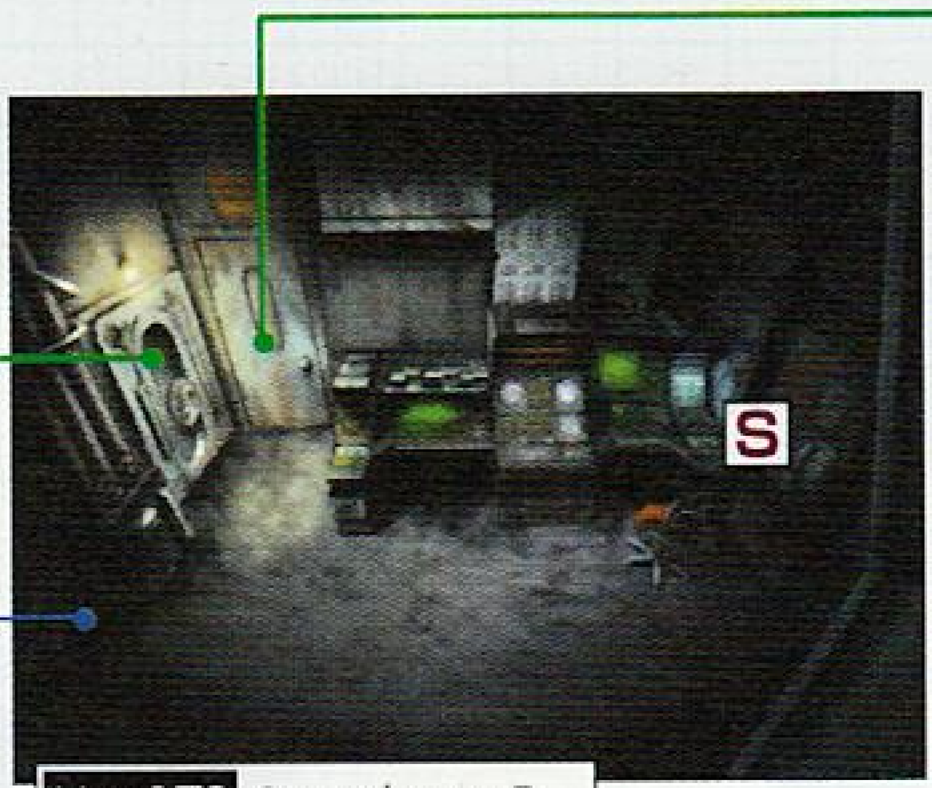
pump station

● Debut NMC

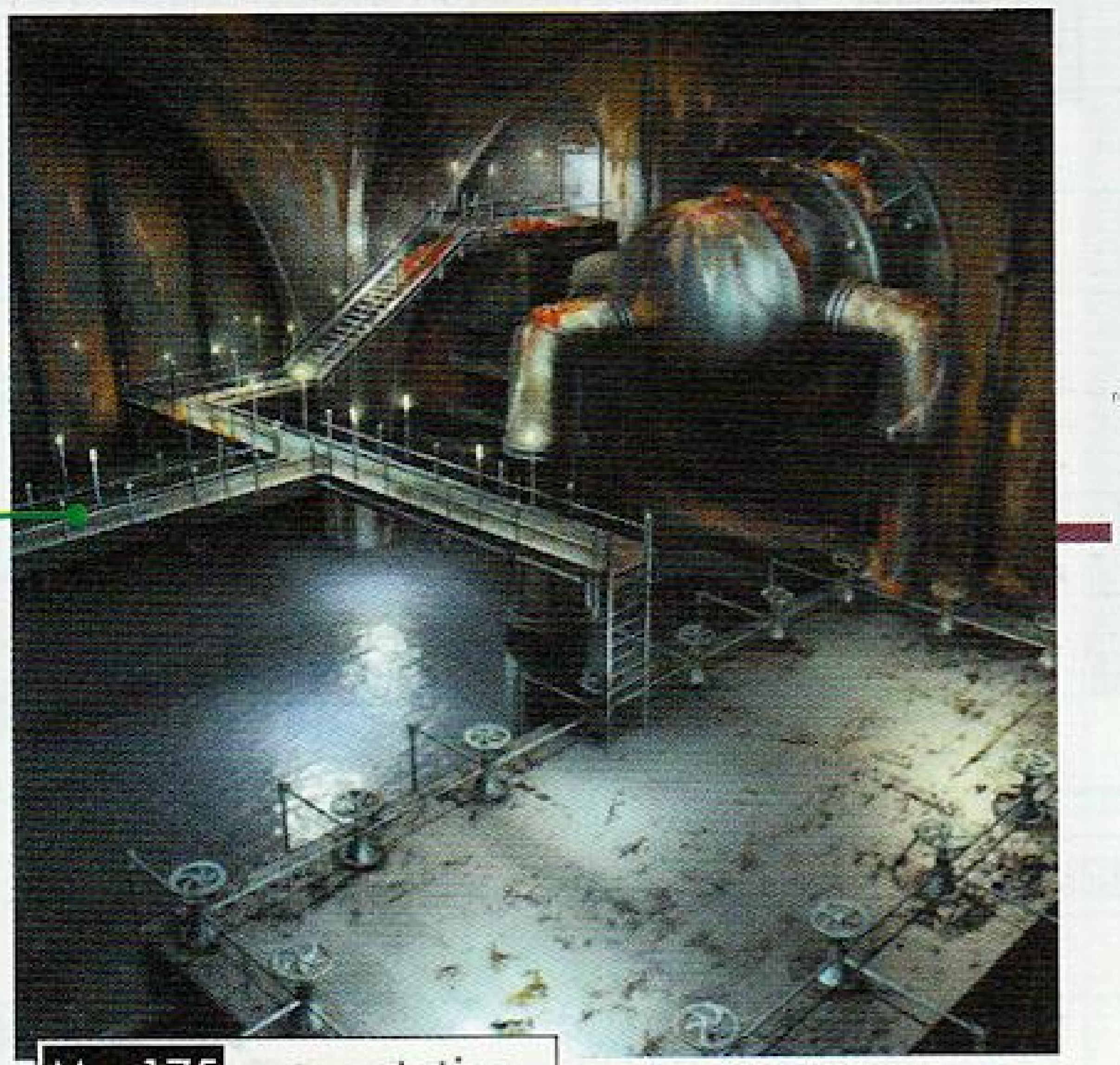
NAME	MAP	DATA
BAT1	179	P.118
ALLIGATOR2	176	P.130

Map177 Control room A

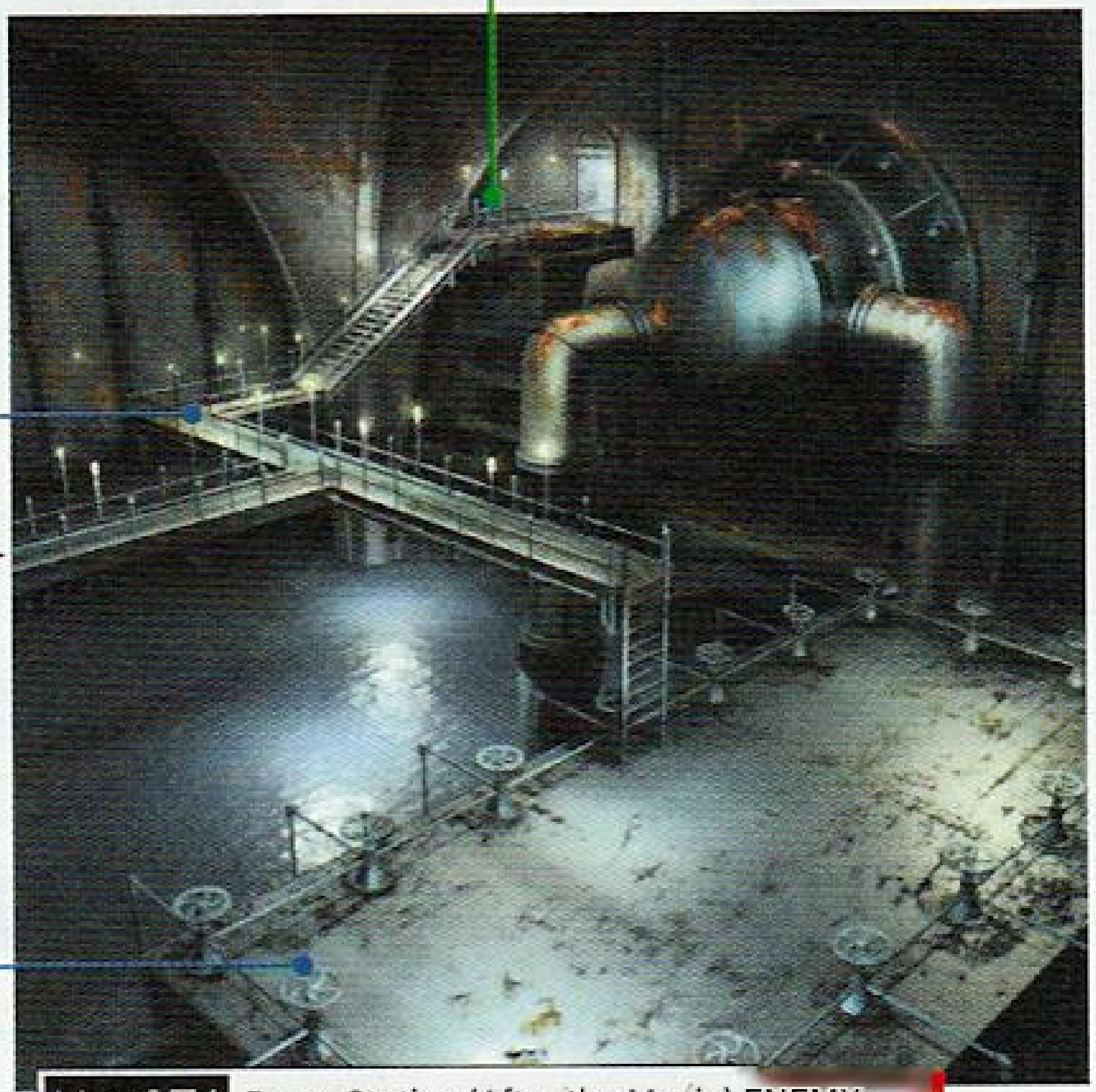




Map178 Control room B

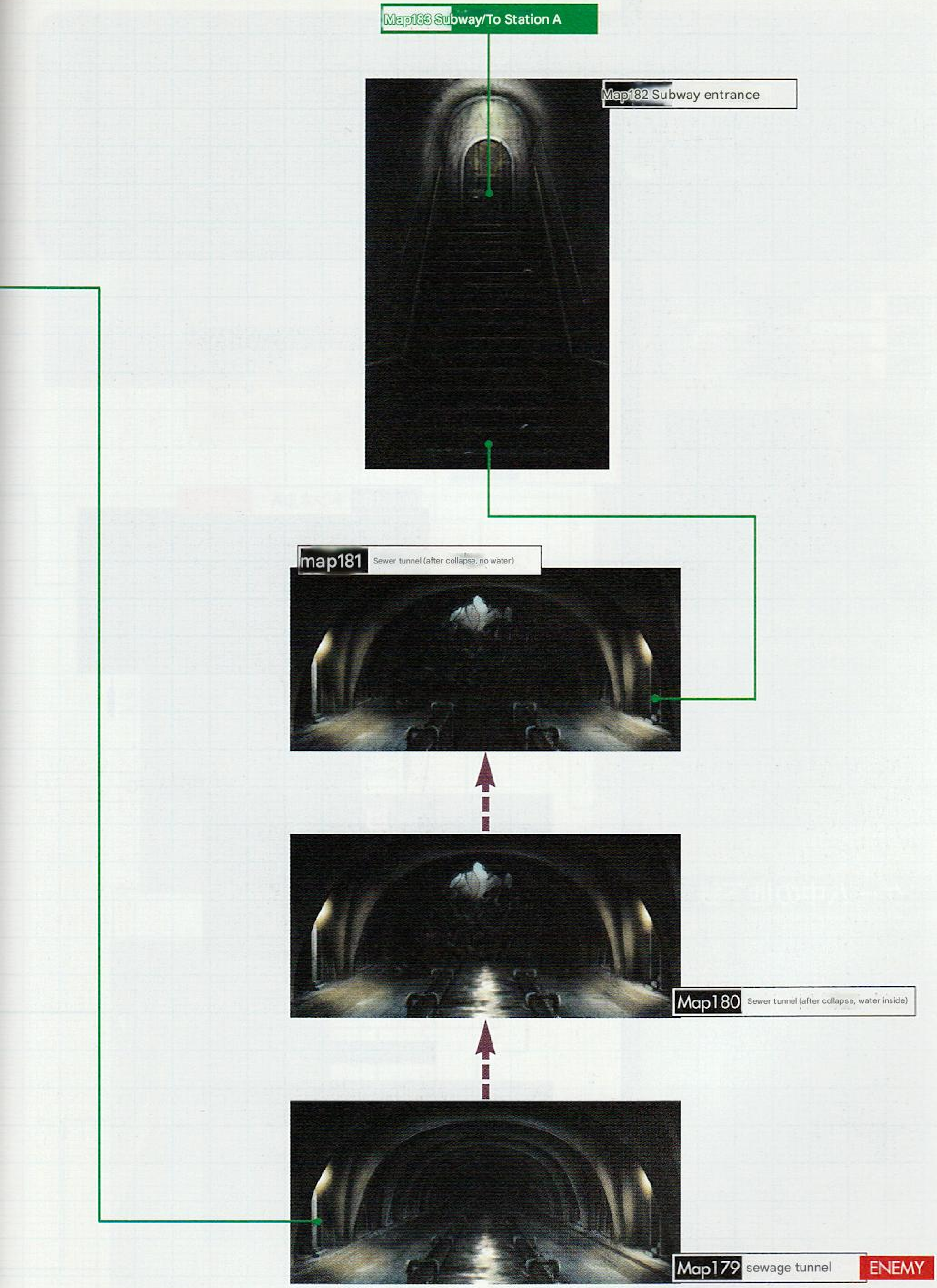


Map175 pump station


recovery agent 3
tool

Map176 Pump Station (After the Movie) ENEMY

Map174 To sewer 2L


Map183 Subway/To Station A
Map182 Subway entrance
map181 Sewer tunnel (after collapse, no water)
Map180 Sewer tunnel (after collapse, water inside)
Map179 sewage tunnel
ENEMY

china town

subway

Museum
Central Park
Carnegie Hall
Warehouse
Soho
Guest
Chinatown
Subway

Day1	×	Day4	×
Day2	×	Day5	○
Day3	×	Day6	×

The New York subway, which has the second largest network in the world after Tokyo, offers a flat fare of $1.50 for all lines and 24-hour service, making it a valuable means of transportation for New Yorkers, alongside yellow cabs (taxis) and buses. Until recently, the subway had a reputation for being dirty and covered in graffiti, but it has recently been completely cleaned up.

subway in game

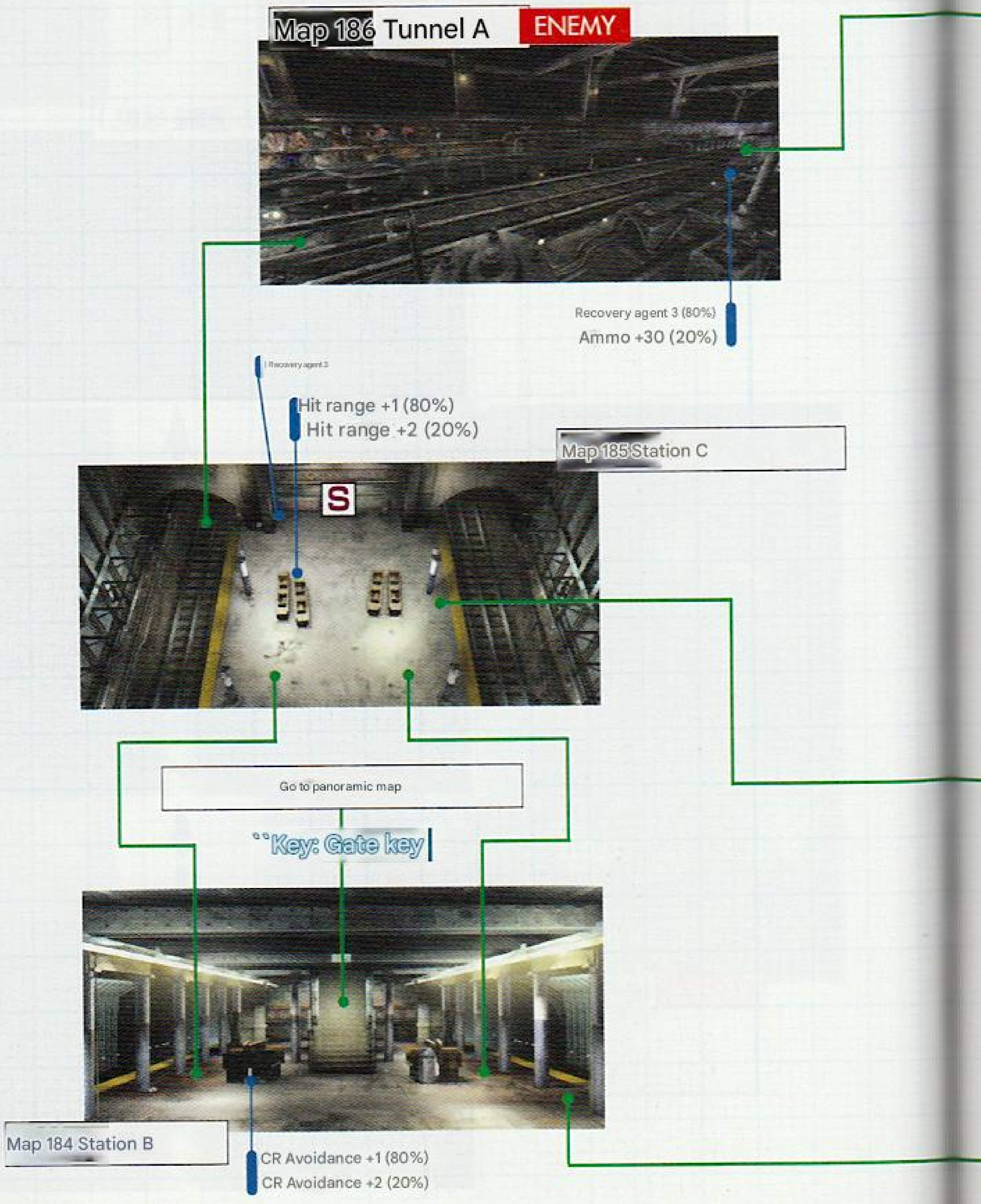
In reality, there are two stations named "Brooklyn Bridge" in New York, but given its location, it is believed that the station in this film is modeled after Brooklyn Bridge/City Hall station.

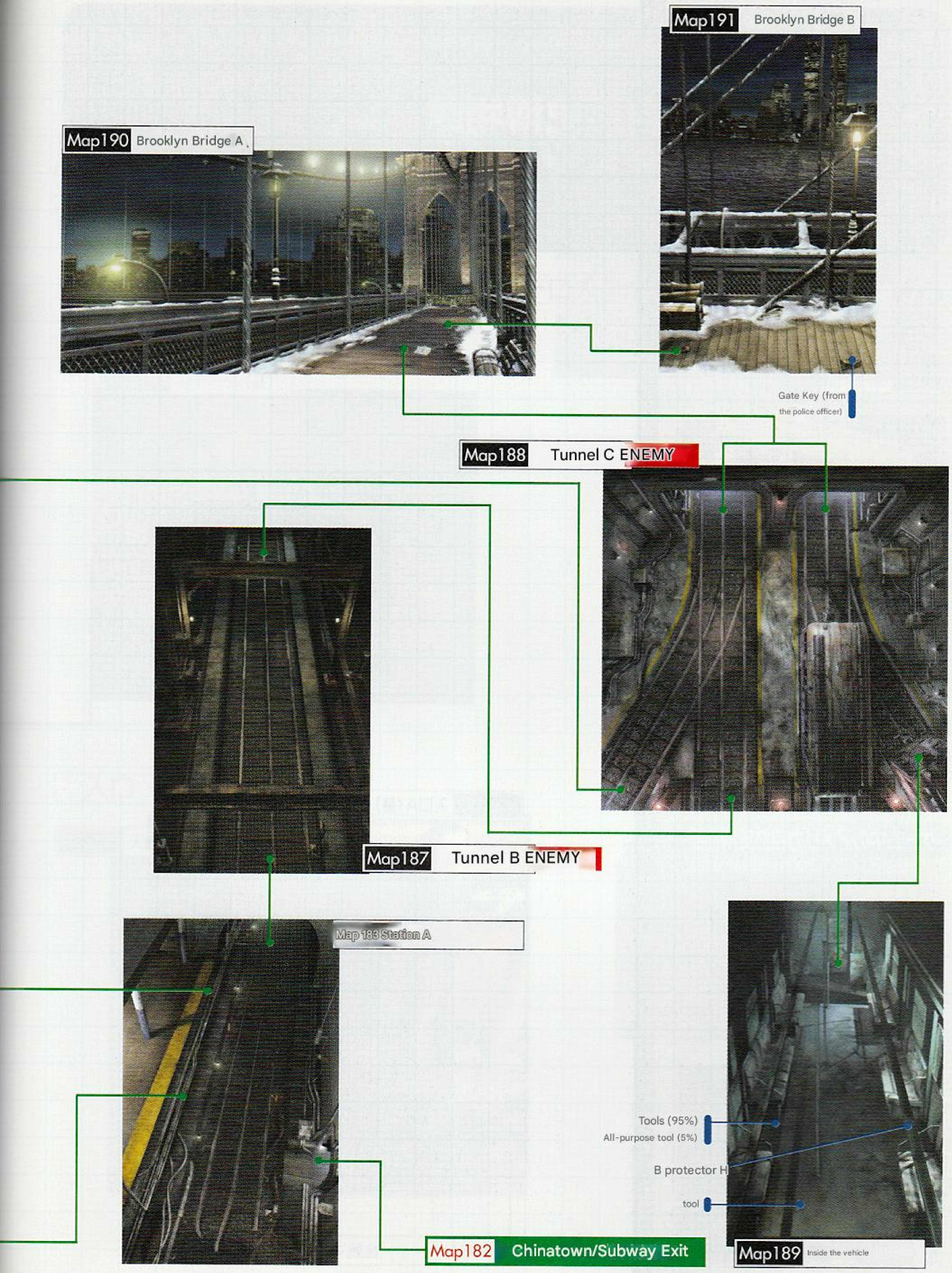
BROOKLYN BRIDGE

◆The name of the station, Brooklyn Bridge, is posted on the wall above the telephone.

● Debut NMC

NAME	MAP	DATA
BAT1	187	P.118
MOLE1	186、187	P.119
CENTIPEDE1	188	P.138


Map 186 Tunnel A
ENEMY
Recovery agent 3 (80%)
Ammo +30 (20%)
Recovery agent 3
Hit range +1 (80%)
Hit range +2 (20%)
Map 185 Station C
S
Go to panoramic map
Key: Gate key
Map 184 Station B
CR Avoidance +1 (80%)
CR Avoidance +2 (20%)


Map191 Brooklyn Bridge B
Map190 Brooklyn Bridge A
Gate Key (from the police officer)
Map188 Tunnel C ENEMY
Map187 Tunnel B ENEMY
Map183 Station A
Tools (95%)
All-purpose tool (5%)
B protector H
tool
Map182 Chinatown/Subway Exit
Map189 Inside the vehicle

American Museum of Natural History

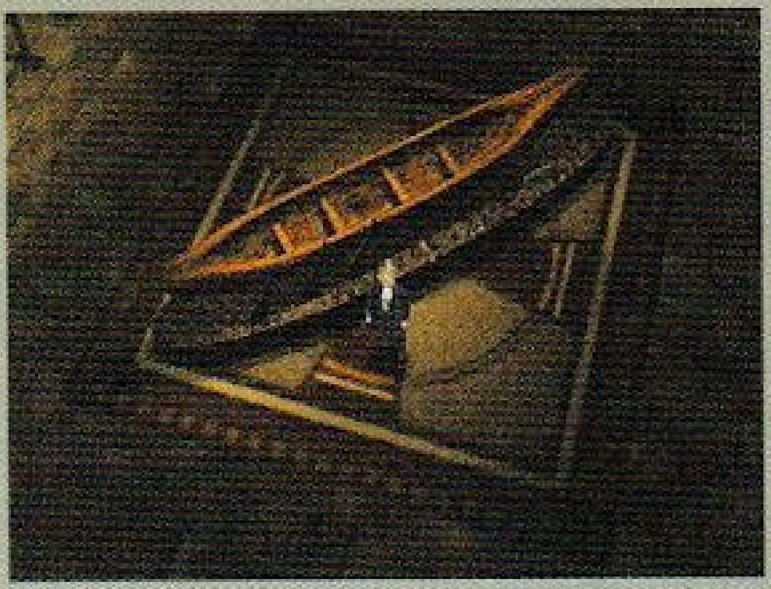
Subway
Hospital
N.Y.P.D. #17
Soho
Warehouse
Carnegie Hall
Museum
Central Park

Day1	×	Day4-Night	Map197~198
Day2	Map192~198	Day5・昼	Map192~193
Day3・昼	Map192~193,196	Day5-Night	Map197~255
Day3-Night	Map197~198	Day6	×
Day4・昼	Map192~193		

It is one of the world's largest museums in the field of natural history, with a collection of over 30 million specimens and materials, including dinosaur fossils, stuffed mammals and reptiles, meteorites, minerals, etc. Only 2% of the entire collection is on display, but it is still impossible to see everything in one day.

American Museum of Natural History in the game

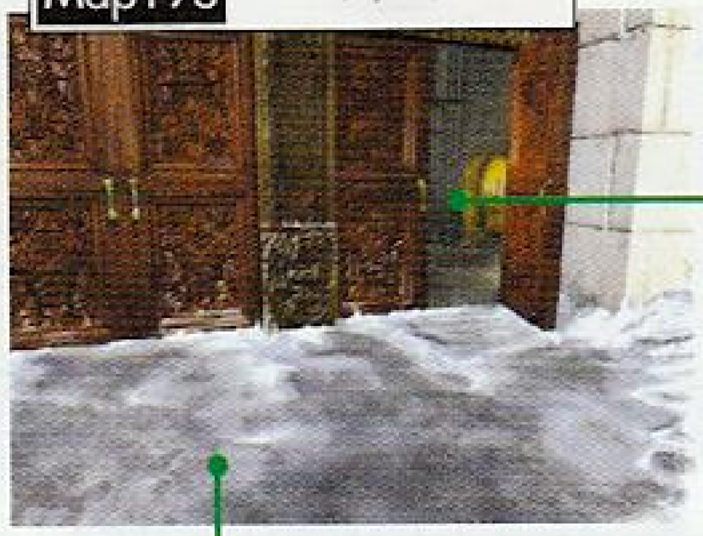
While the main exhibits are faithfully reproduced, the layout of the rooms in which they are placed is different from the actual game (for example, the T-Rex fossil is on the first floor instead of the fourth floor). Additionally, Crump's laboratory, the security room, and the back of the fourth floor exhibition room (where Eve is located) are rooms that were created specifically for this game.



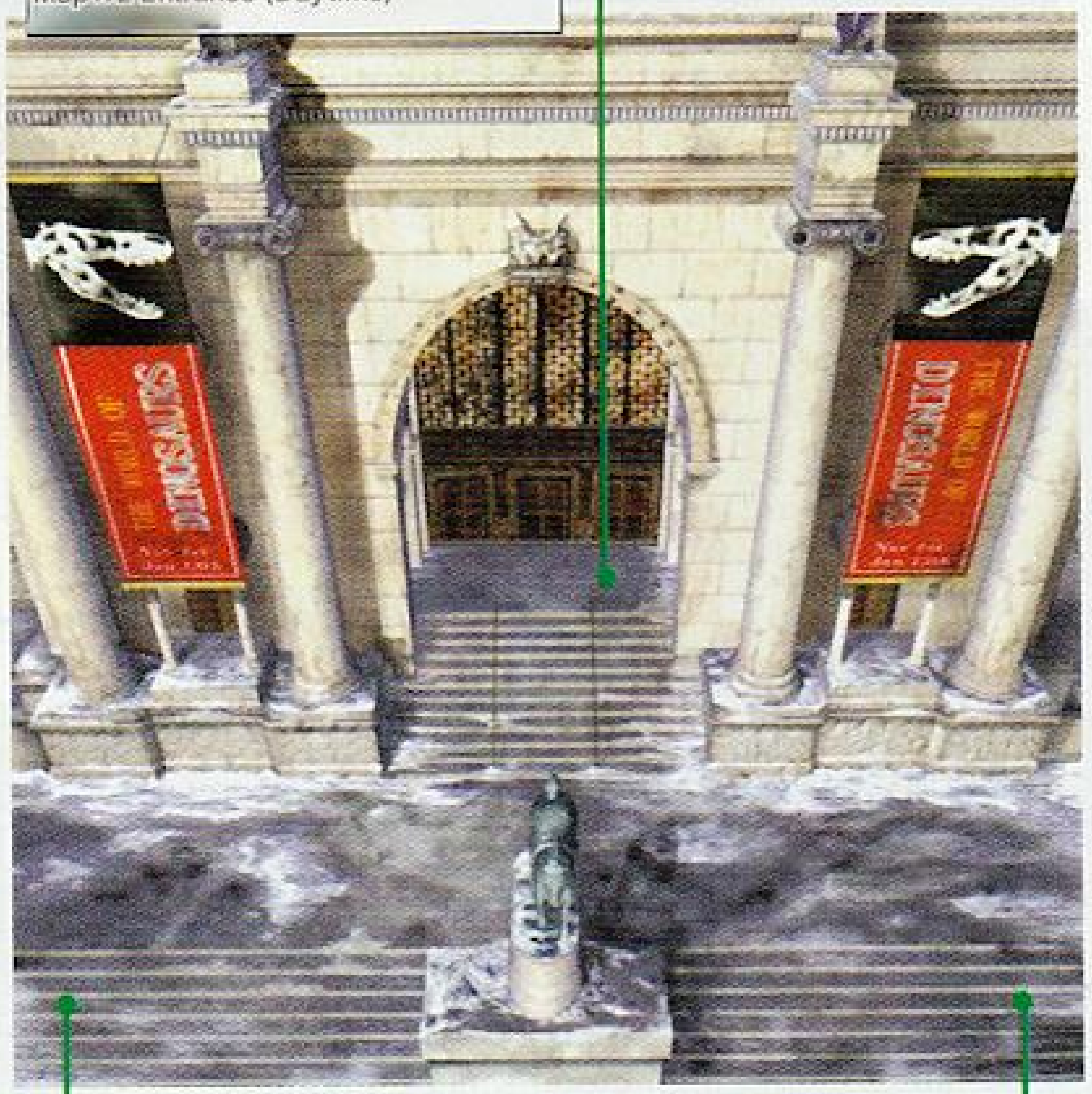
◆The giant canoe carved from a giant cedar tree is on display in the same location as the actual museum.

Entrance ~ 2F (Day 2)

Map193 Entrance (daytime)

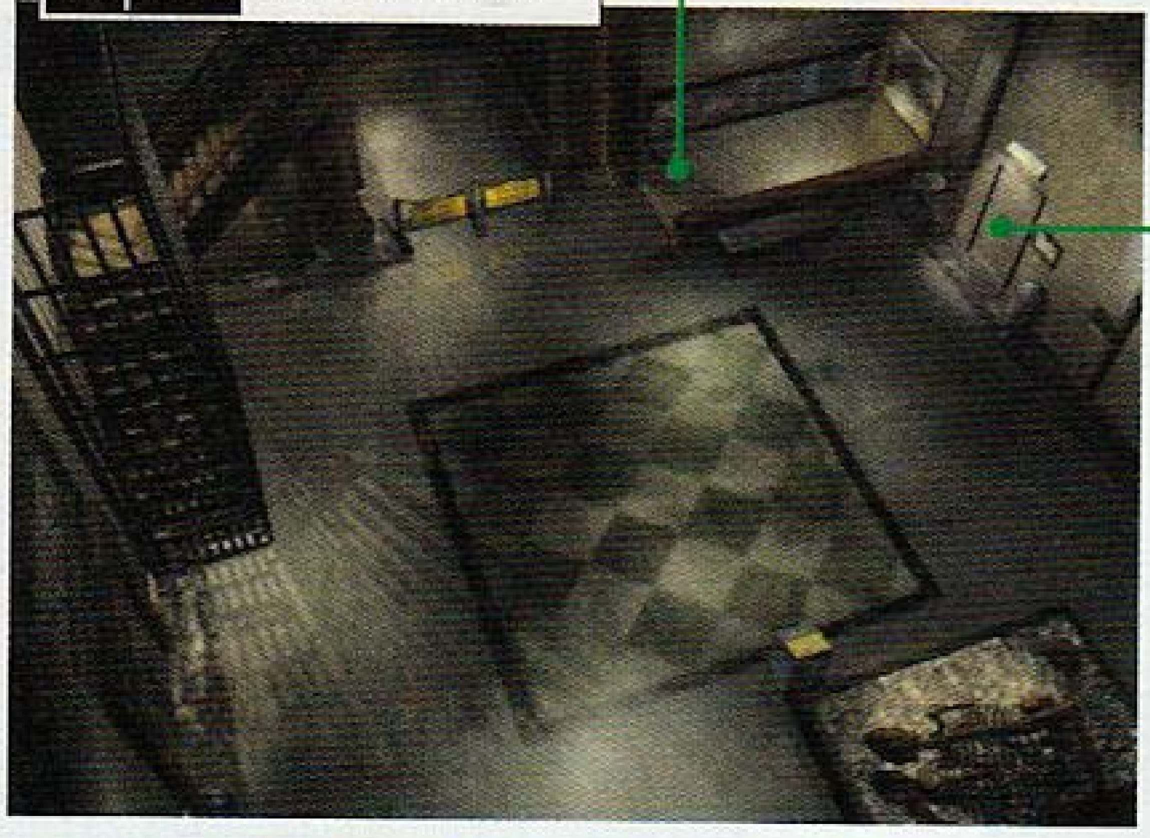


Map192 Entrance (Daytime)

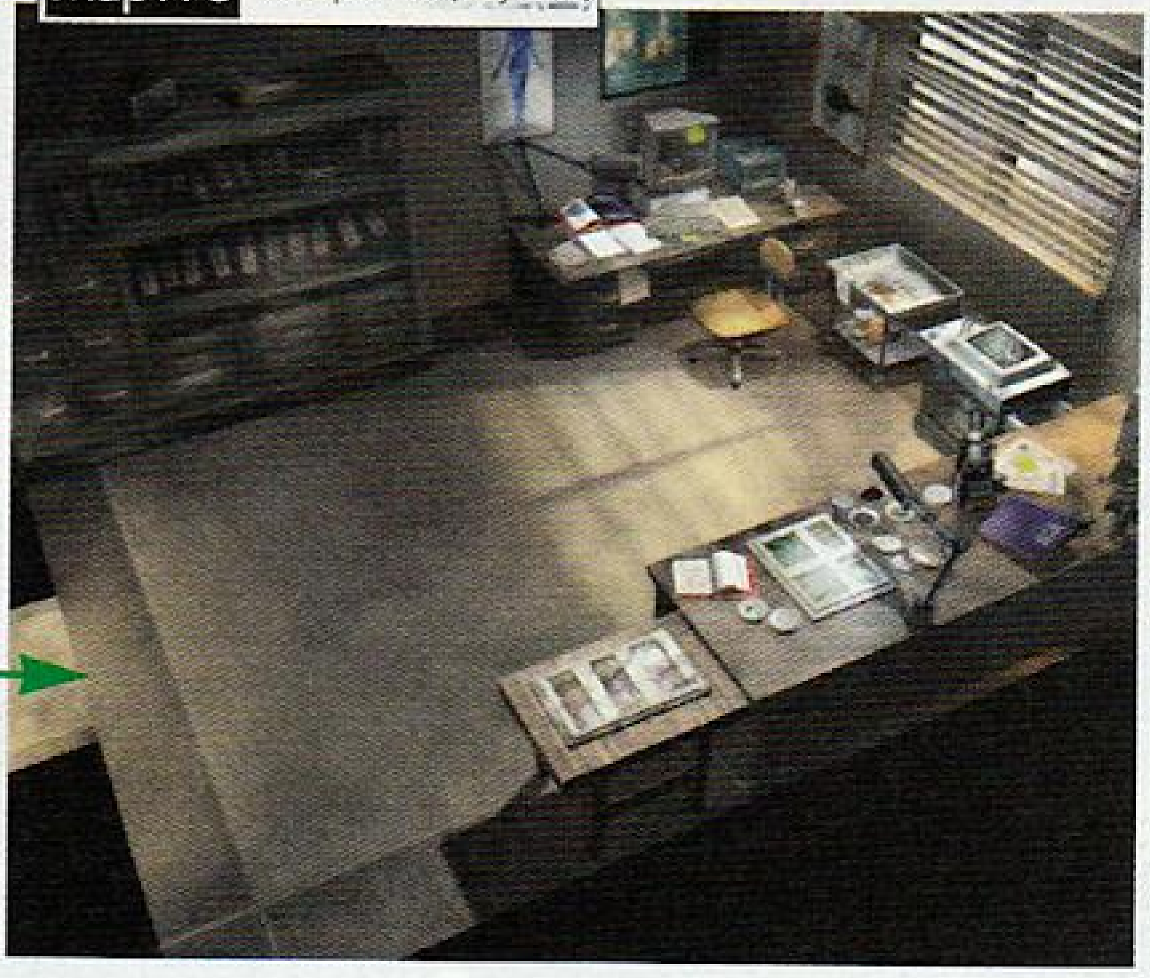


Go to panoramic map

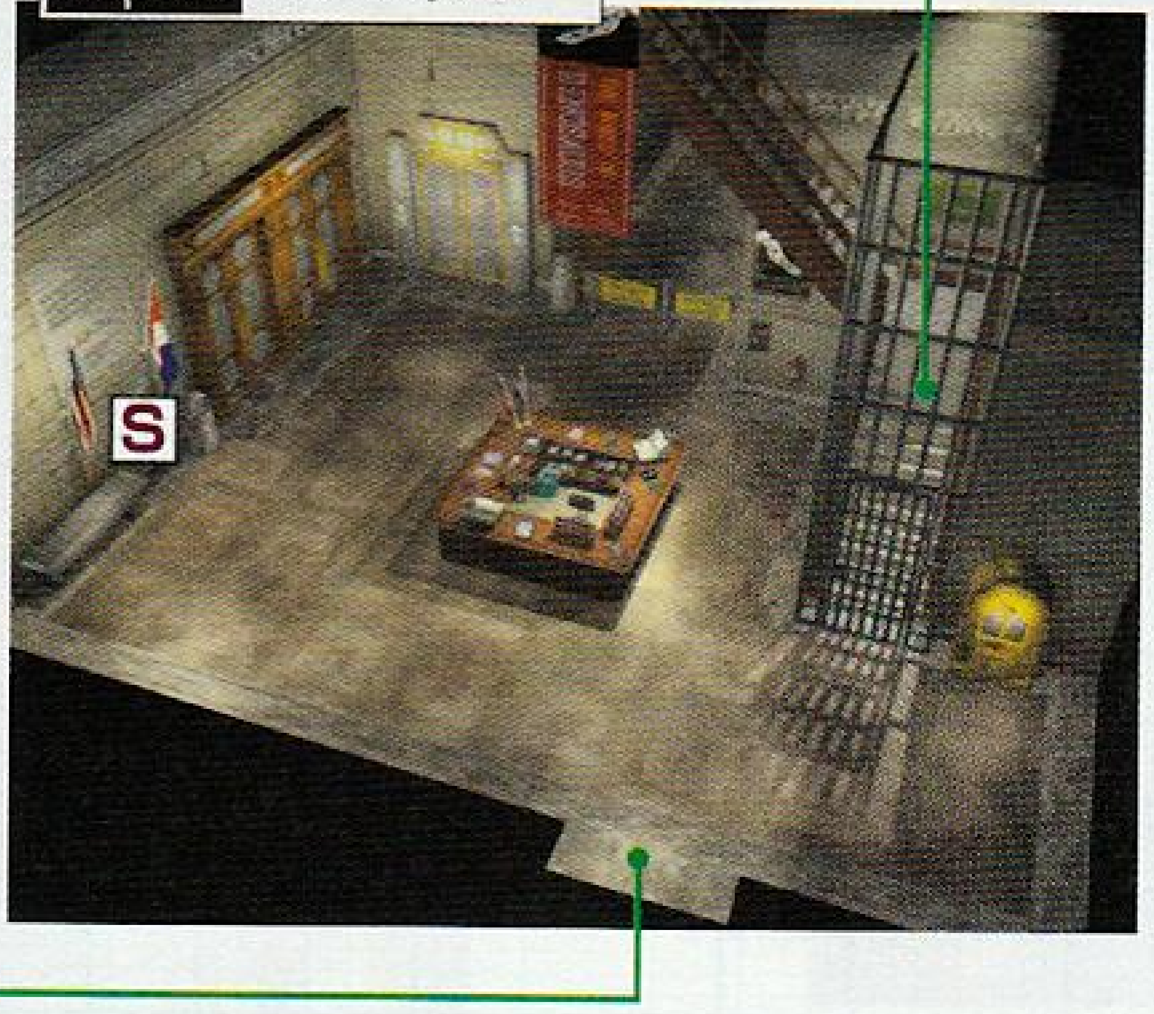
Map195 2nd floor hall (daytime)



Map196 Clamp's Lab (Daytime)

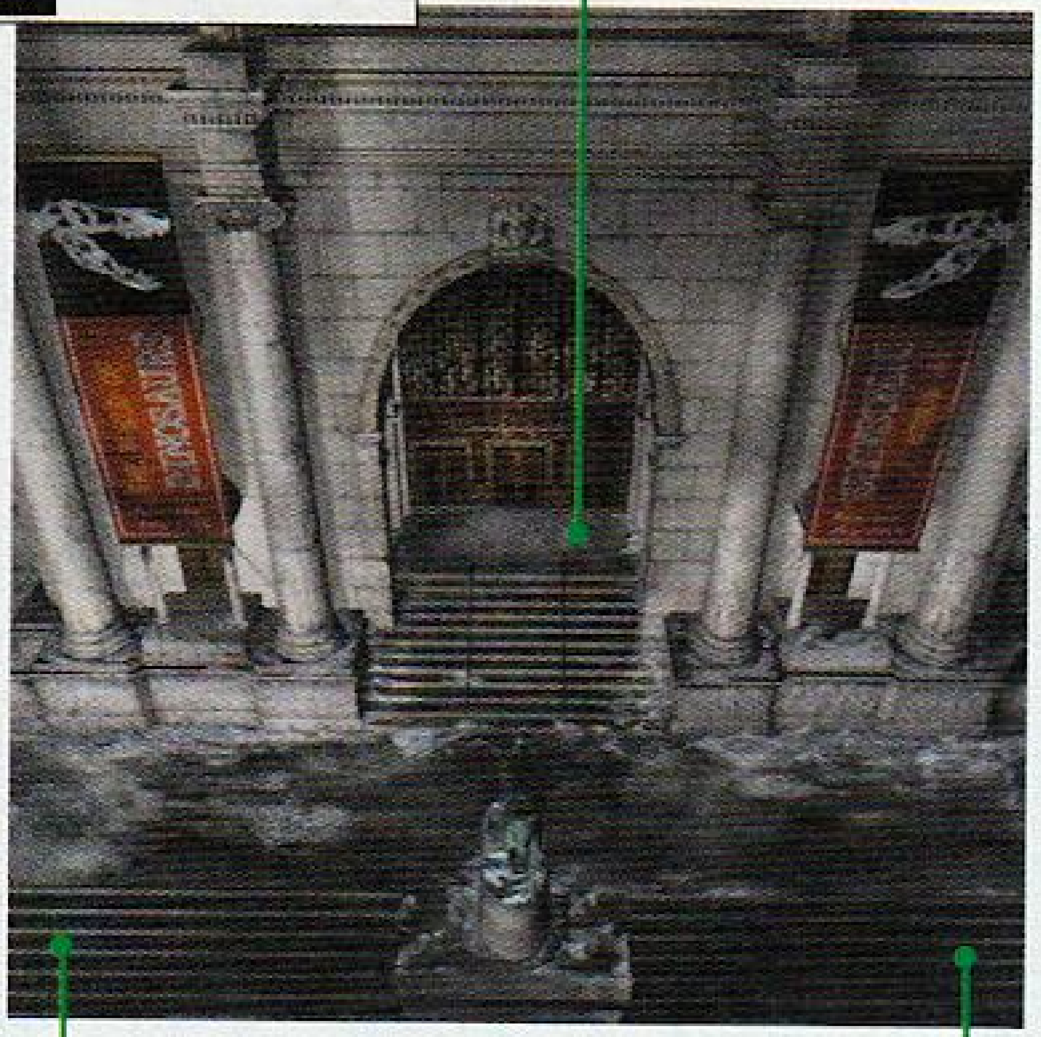


Map194 1F Hall (Daytime)



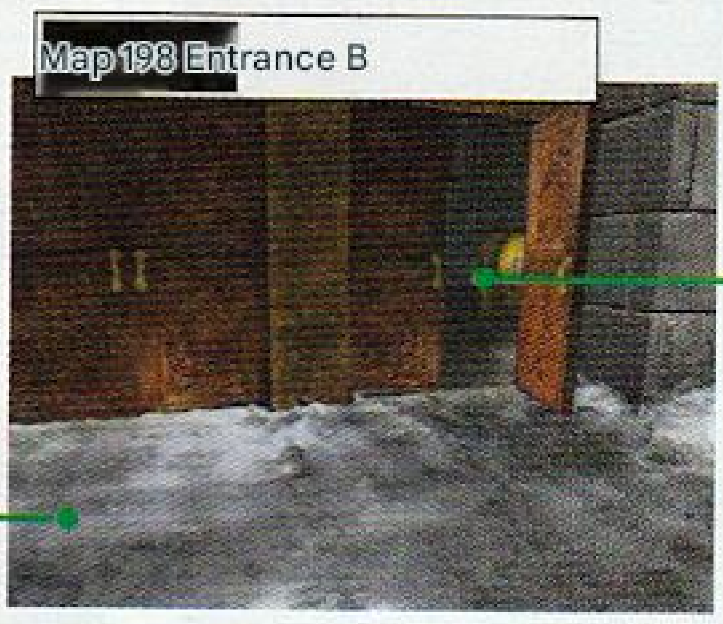
Entrance (Day5)

Map197 Entrance A



Go to panoramic map

Map198 Entrance B



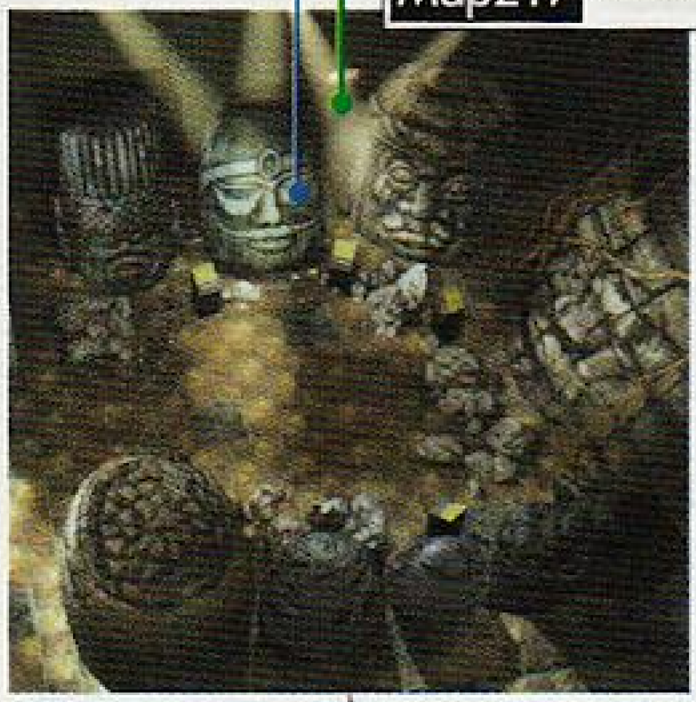
Map199 To 1F hall

1F

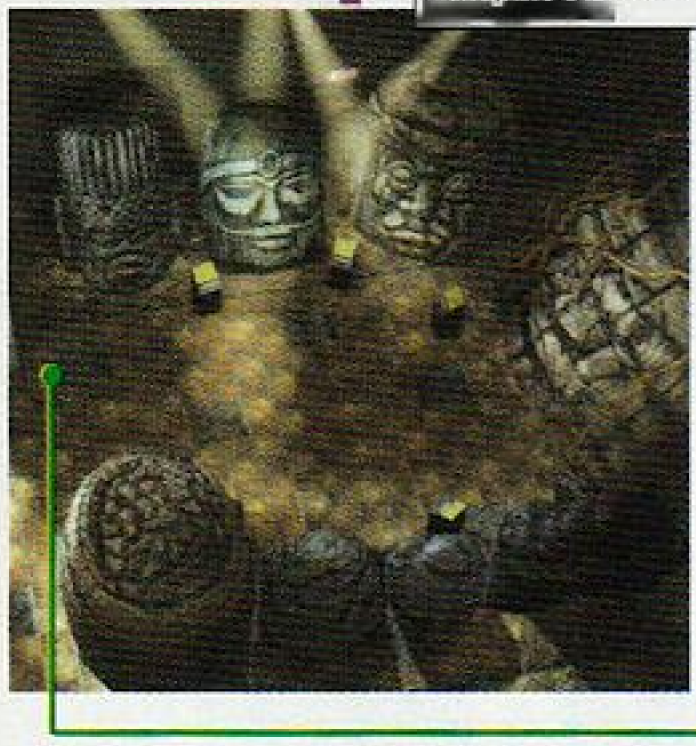
● Debut NMC

NAME	MAP	DATA
CHAMELEON1	202,203,204,208,214,215,217	P.120
TROODON1	202,203,204,210,214,215	P.121
PTERODACTY2	210	P.122
ARMADILLO1	217	P.124
ARMADILLO2	203,210,214,215	P.124
SCORPION1	212	P.126
T-REX	207	P.144

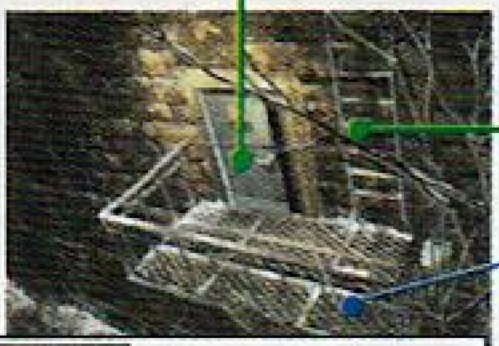
Map217 Stone Face Statue Room (After the Event) **ENEMY**



Map216 Stone Face Statue Room



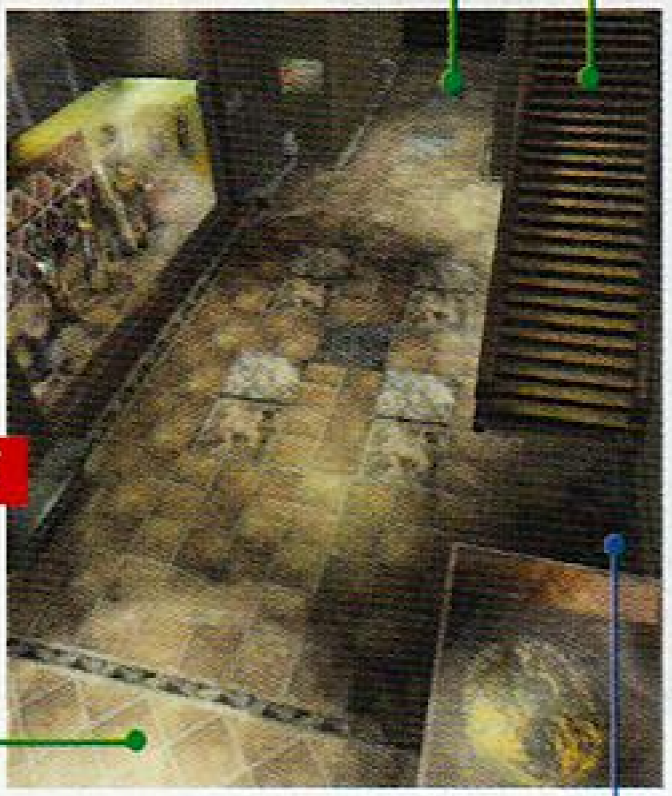
Map218 1F emergency ladder



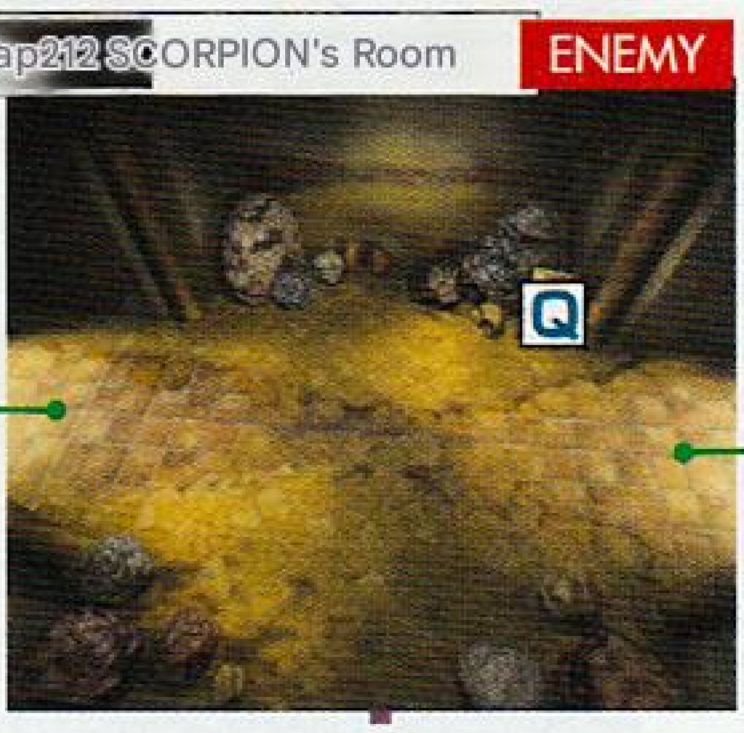
Map236 To the 2nd floor emergency ladder

Map233 To the gemstone and mineral room

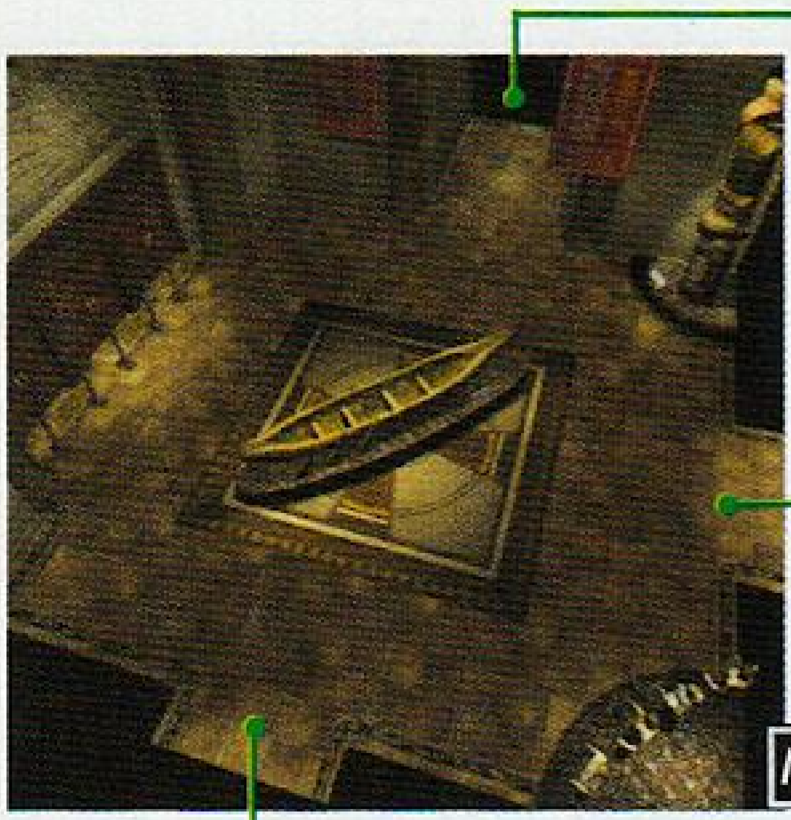
Map215 room of masks **ENEMY**


M203 modified to 3

Map212 SCORPION's Room **ENEMY**

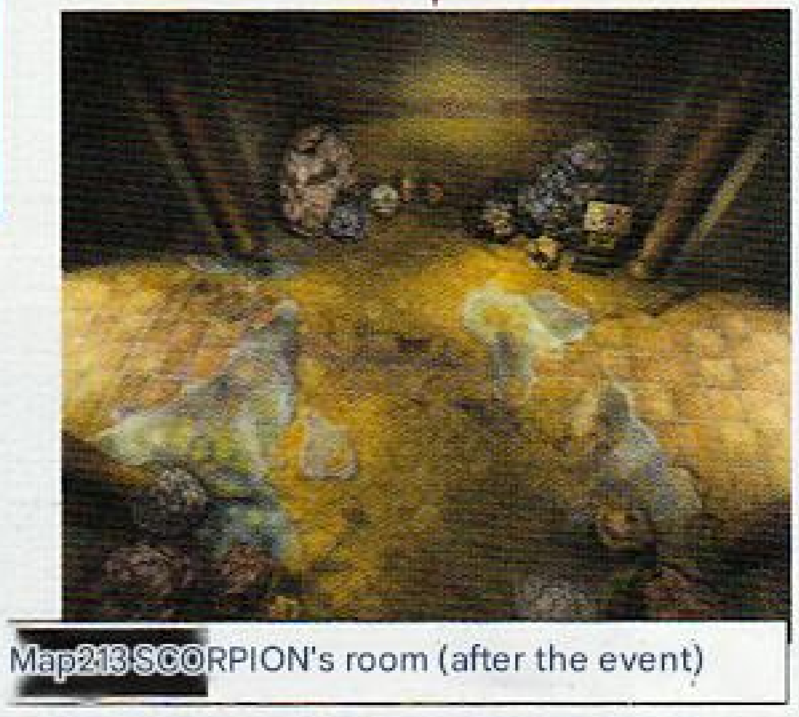


Map214 giant canoe room **ENEMY**

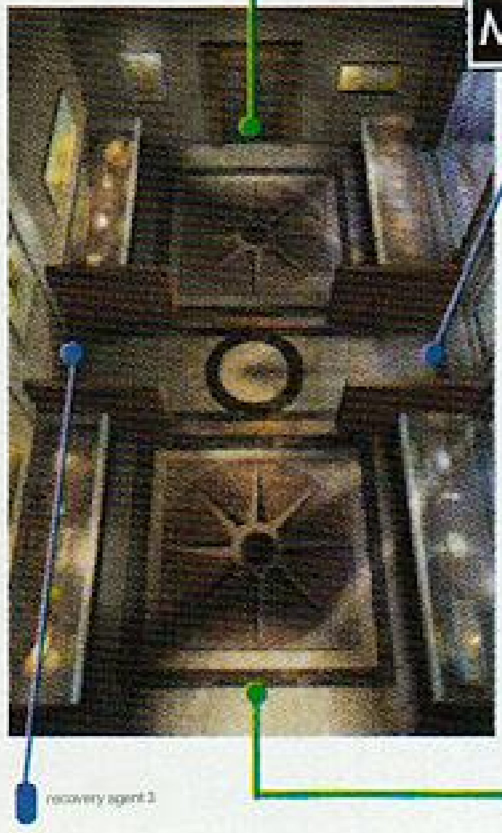


Required: Clamp key

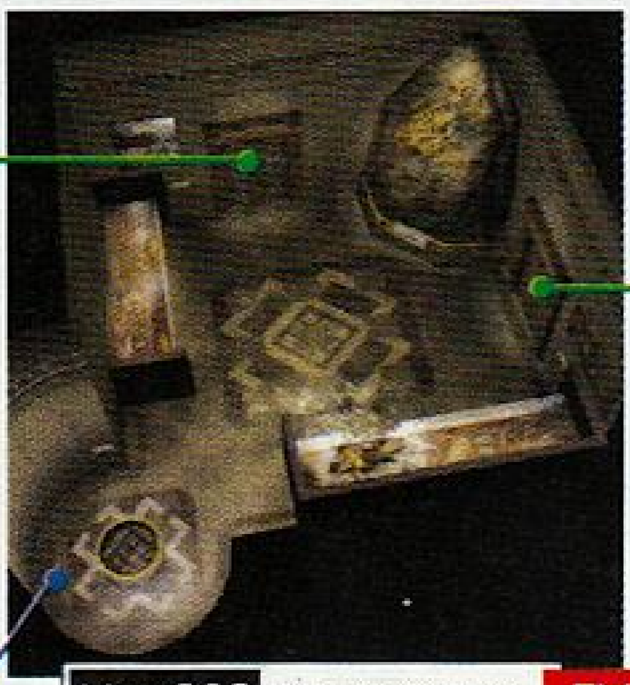
Map213 SCORPION's room (after the event)



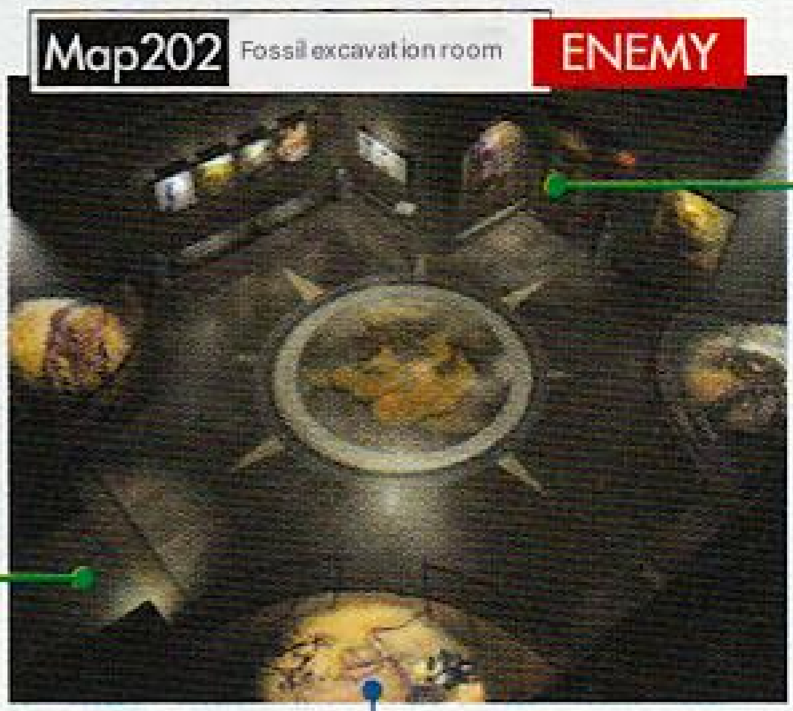
Map204 Fossil Exhibition Room B **ENEMY**

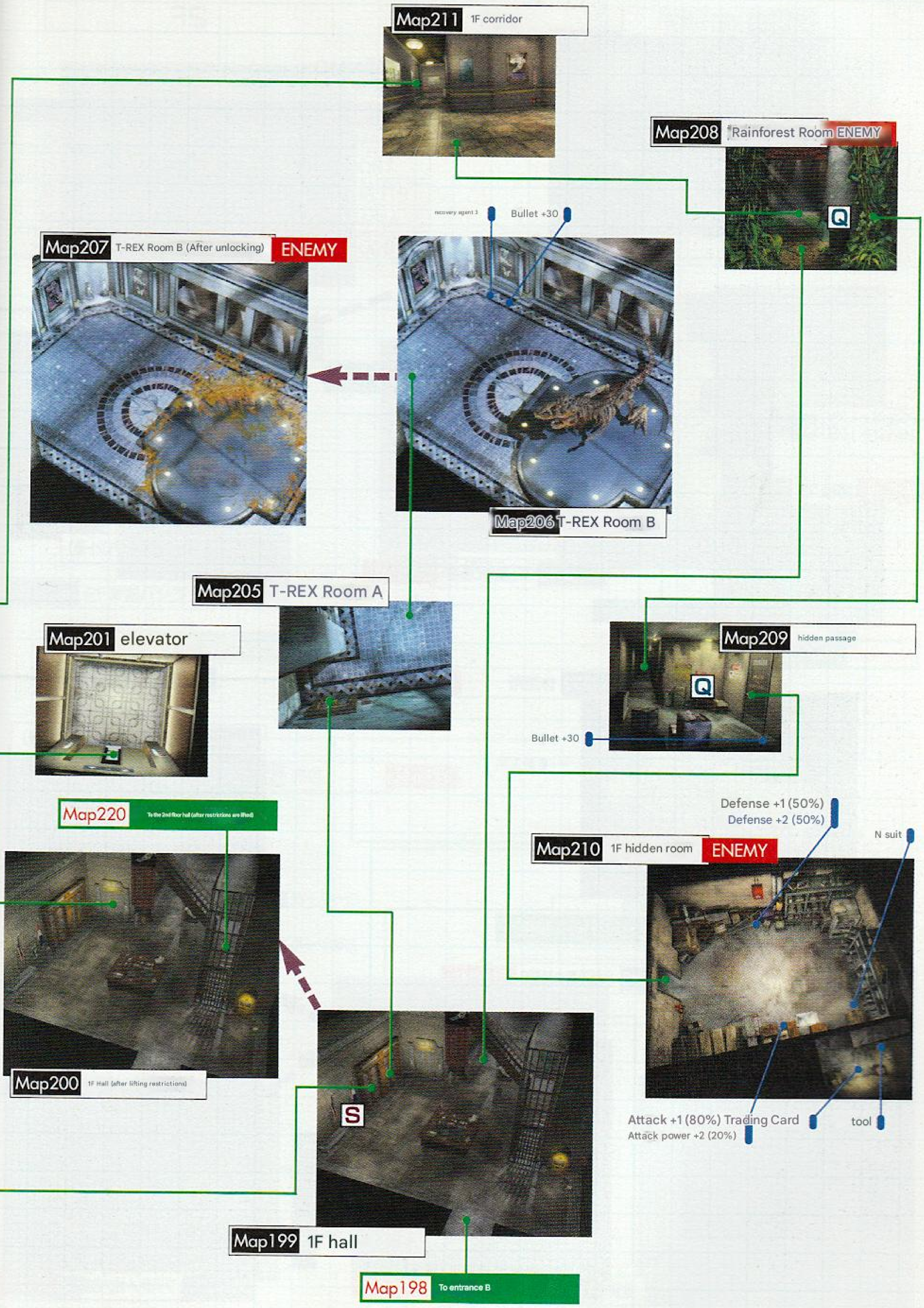

P220 modified (50%)
G22(50%)
recovery agent 3

Map203 Fossil Exhibition Room A **ENEMY**


recovery agent 3

Map202 Fossil excavation room **ENEMY**


recovery agent 4

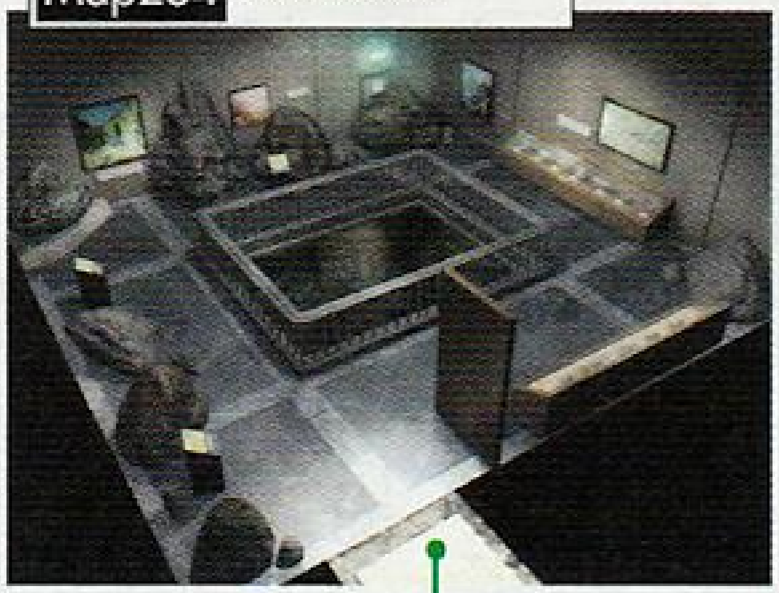

Map211 1F corridor
Map208 Rainforest Room ENEMY
Q
recovery agent 3
Bullet +30
Map207 T-REX Room B (After unlocking) ENEMY
Map206 T-REX Room B
Map205 T-REX Room A
Map201 elevator
Map209 hidden passage
Q
Bullet +30
Map220 To the 2nd floor hall (after restrictions are lifted)
Defense +1 (50%)
Defense +2 (50%)
N suit
Map210 1F hidden room ENEMY
Map200 1F Hall (after lifting restrictions)
S
Attack +1 (80%) Trading Card
Attack power +2 (20%)
tool
Map199 1F hall
Map198 To entrance B

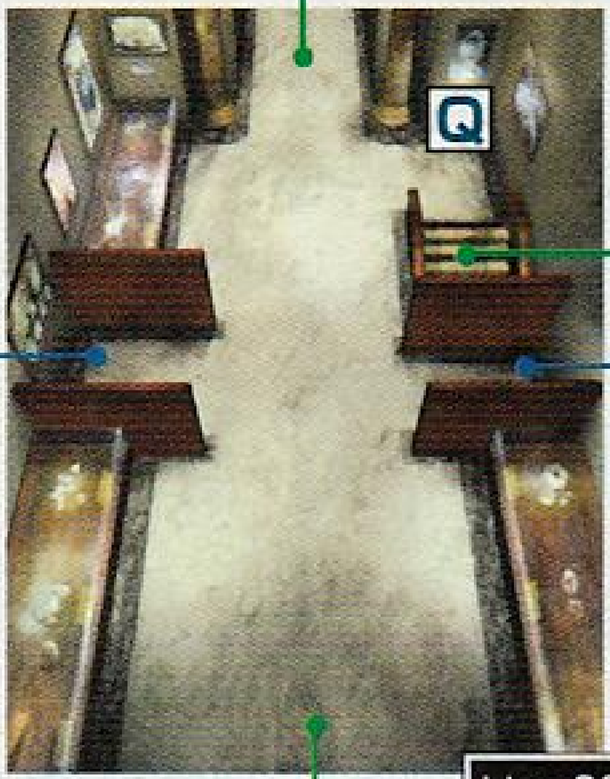
2F

● Debut NMC

NAME	MAP	DATA
CHAMELEON1	226、232	P.120
TROODON1	219,220,223,228,232,233	P.121
PTERODACTY2	219,220,222,223,227,228	P.122
ARMADILLO2	223、227、232、233	P.124
SCORPION2	219、220、225、228	P.126

Map234 Meteorite Room



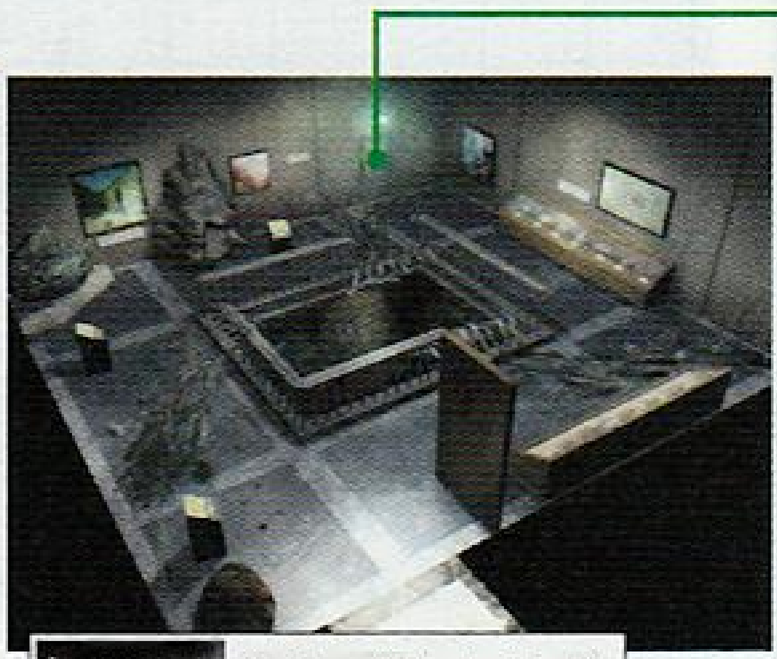


Map215 To the mask room

PE Defense +1 (50%)
CR Avoidance +1 (50%)

Attack power +1 (50%)
Defense +1 (50%)

Map233 gem mineral room **ENEMY**

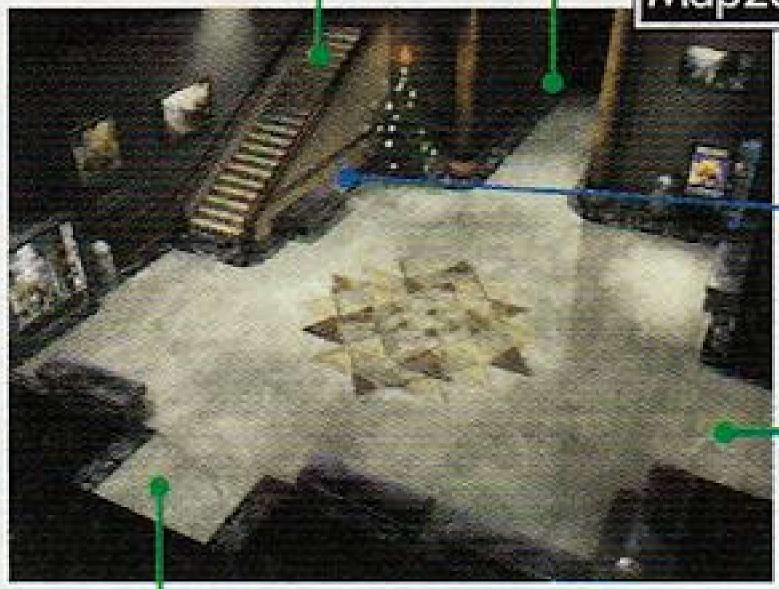


Map235 Meteorite Room (After the Event)

After security release

Map245 To the DNA room

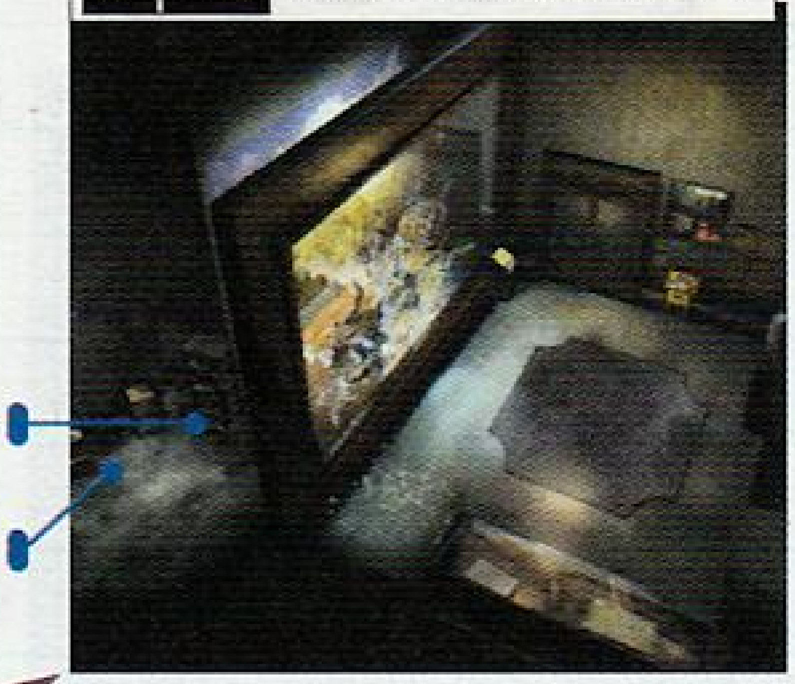
Map232 rest area **ENEMY**



[illegible]

After security release

Map224 Small Dinosaur Room A (after the event)



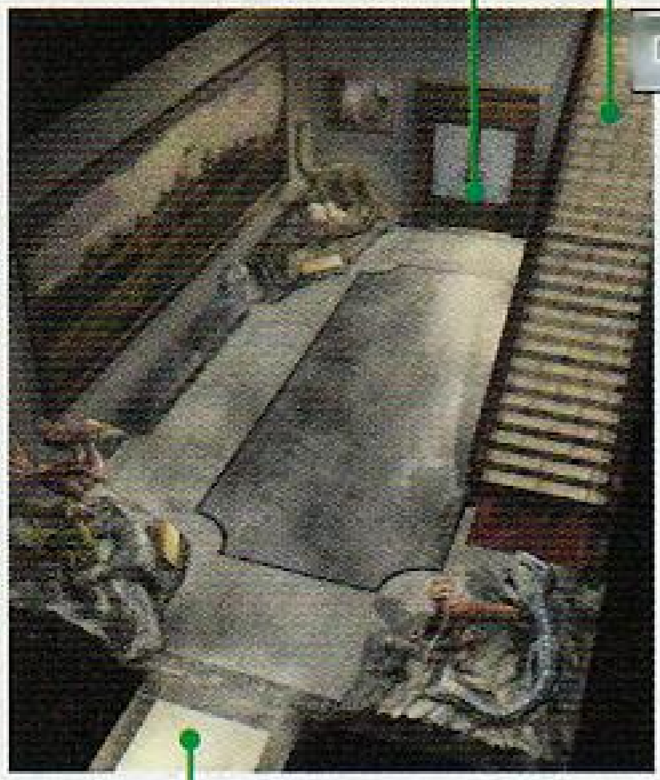
Cr vest modified

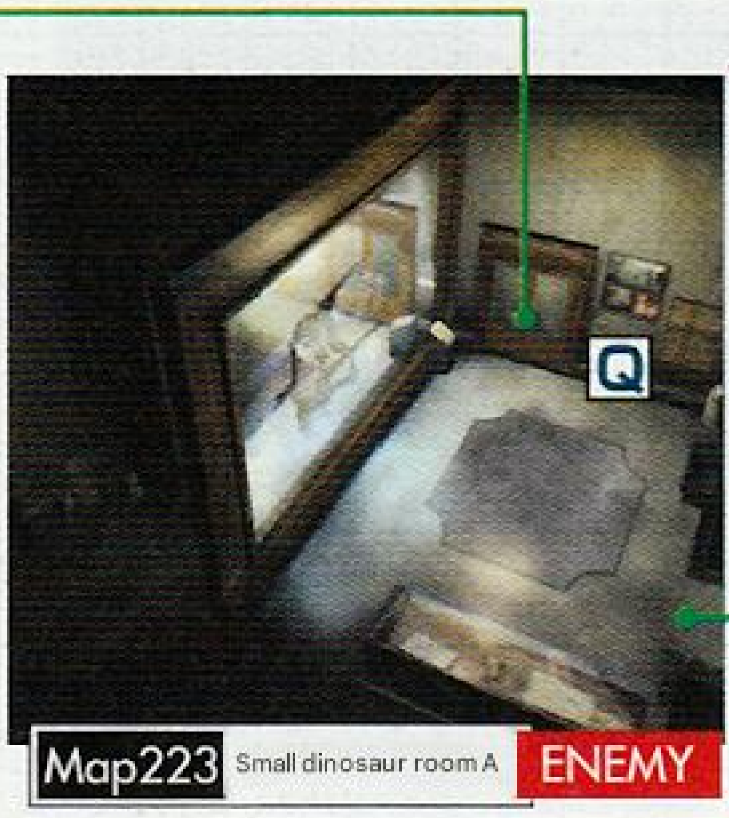
all purpose tool

"Key: Clamp key

Map246 To the Triceratops room

Map225 Small Dinosaur Room B **ENEMY**

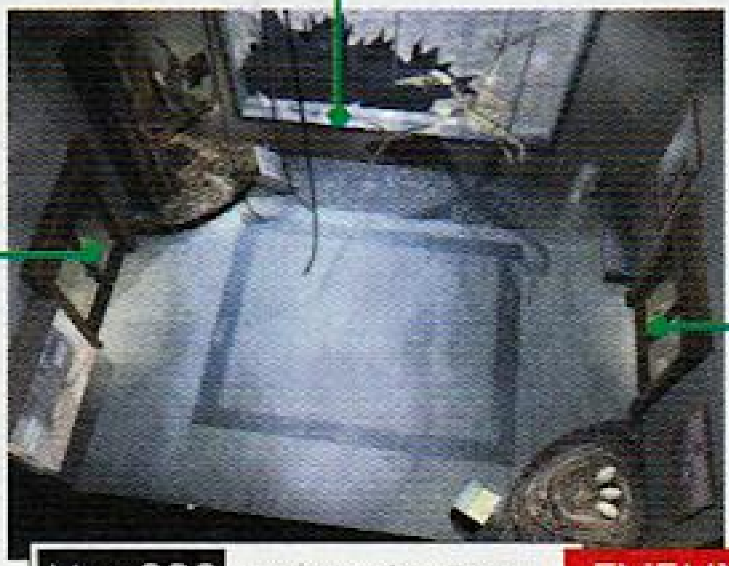




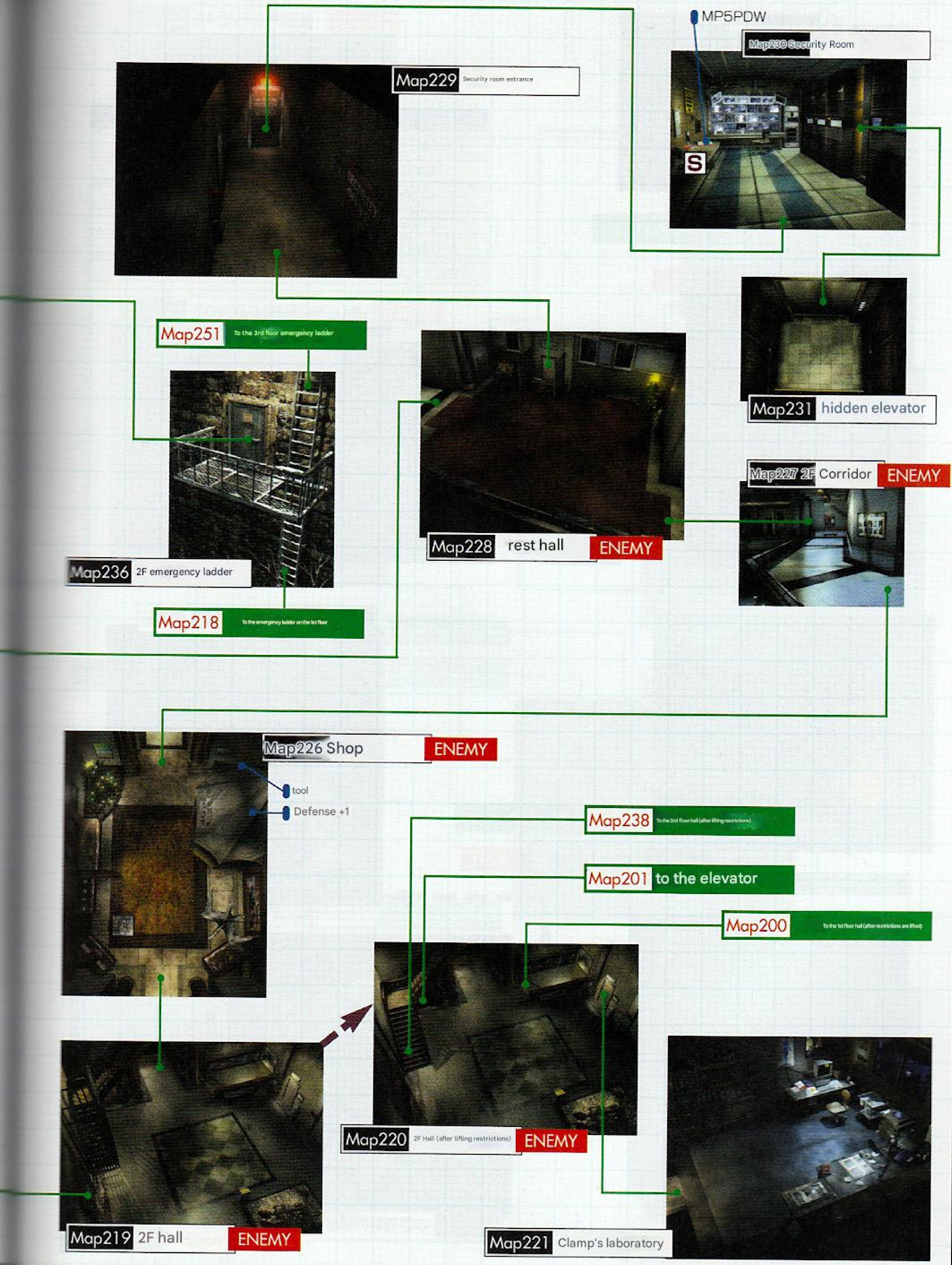
Map223 Small dinosaur room A **ENEMY**

Required: clamp key

Map240 To the atrium



Map222 Pteranodon Room **ENEMY**

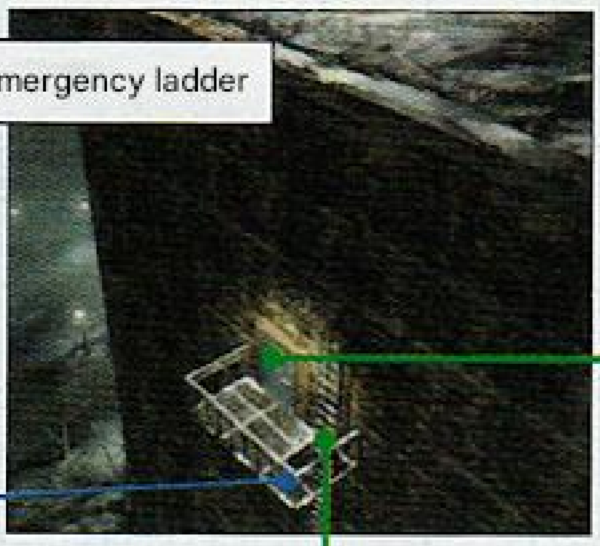

MP5PDW
Map230 Security Room
S
Map229 Security room entrance
Map251 To the 3rd floor emergency ladder
Map231 hidden elevator
Map227 2F Corridor ENEMY
Map228 rest hall ENEMY
Map236 2F emergency ladder
Map218 To the emergency ladder on the 1st floor
Map226 Shop ENEMY
tool
Defense +1
Map238 To the 3rd floor hall (after lifting restrictions)
Map201 to the elevator
Map200 To the 1st floor hall (after restrictions are lifted)
Map220 2F Hall (after lifting restrictions) ENEMY
Map219 2F hall ENEMY
Map221 Clamp's laboratory

American Museum of Natural History

3F

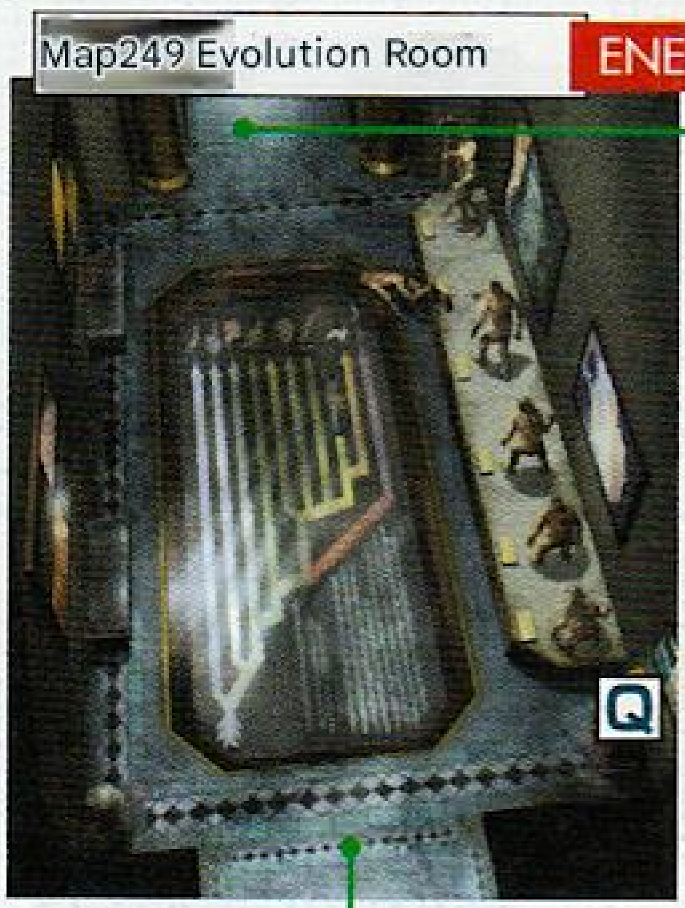
● Debut NMC

NAME	MAP	DATA
CHAMELEON1	239､243､245､250	P.120
TROODON1	238､241､242､245､248､250	P.121
PTERODACTY1	244	P.122
PTERODACTY2	241､242､243､248	P.122
ARMADILLO2	238､239､245､248､249	P.124
TRICERATOPS1	246	P.142

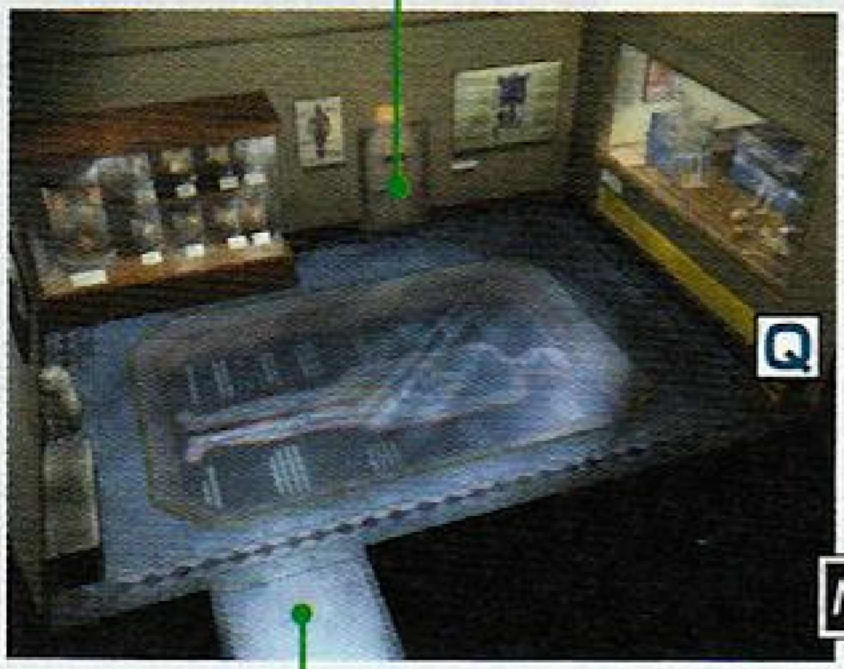


Map251 3F emergency ladder

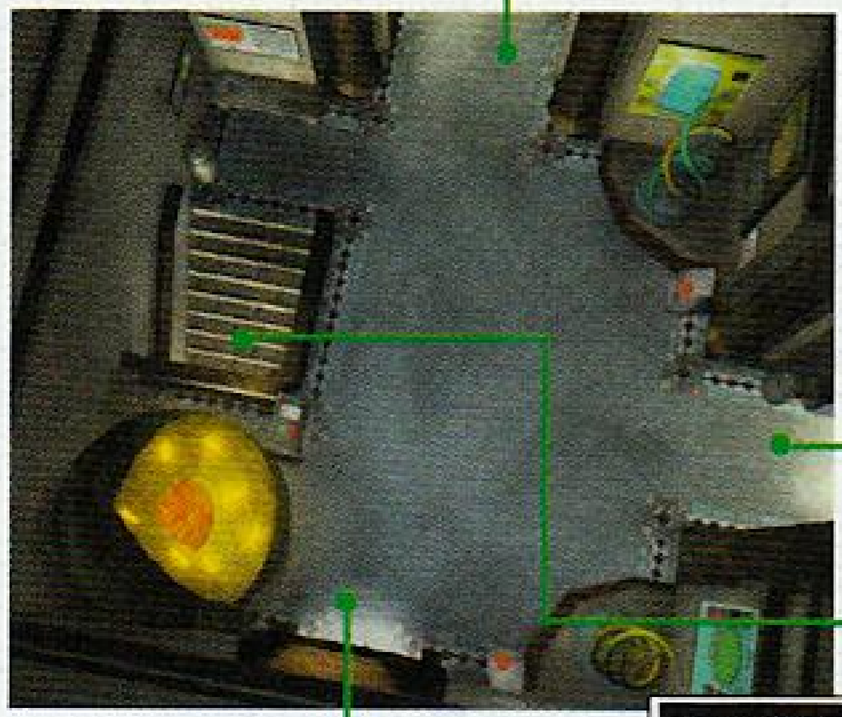
Map236 To the emergency ladder on the 2nd floor



Map249 Evolution Room **ENEMY**



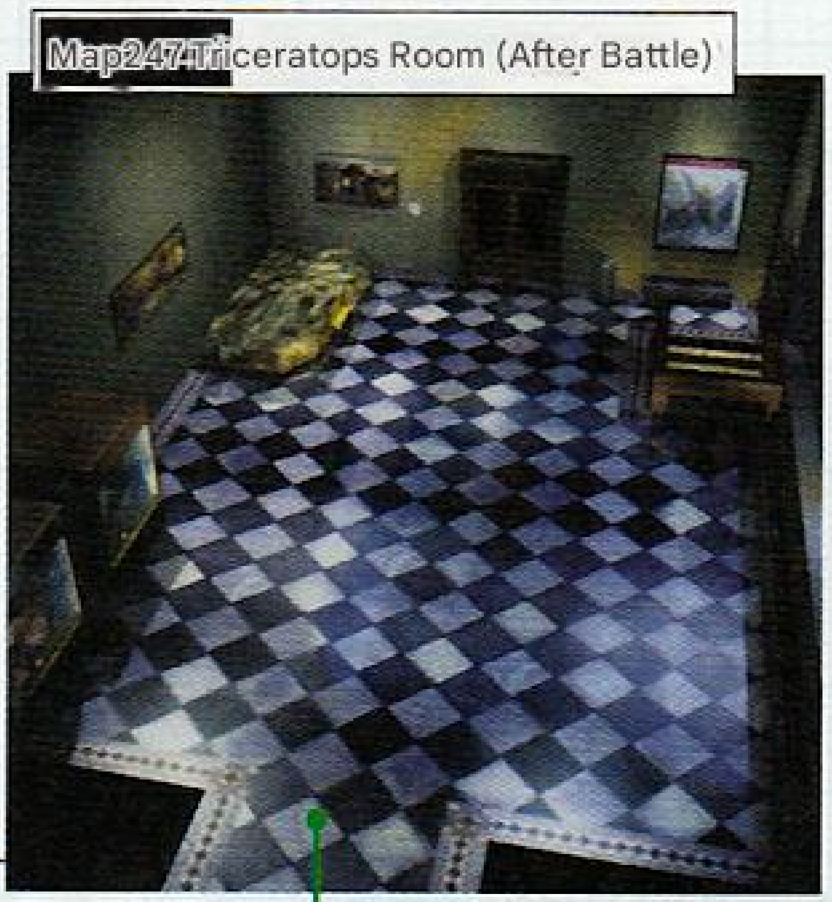
Map250 Human body room **ENEMY**



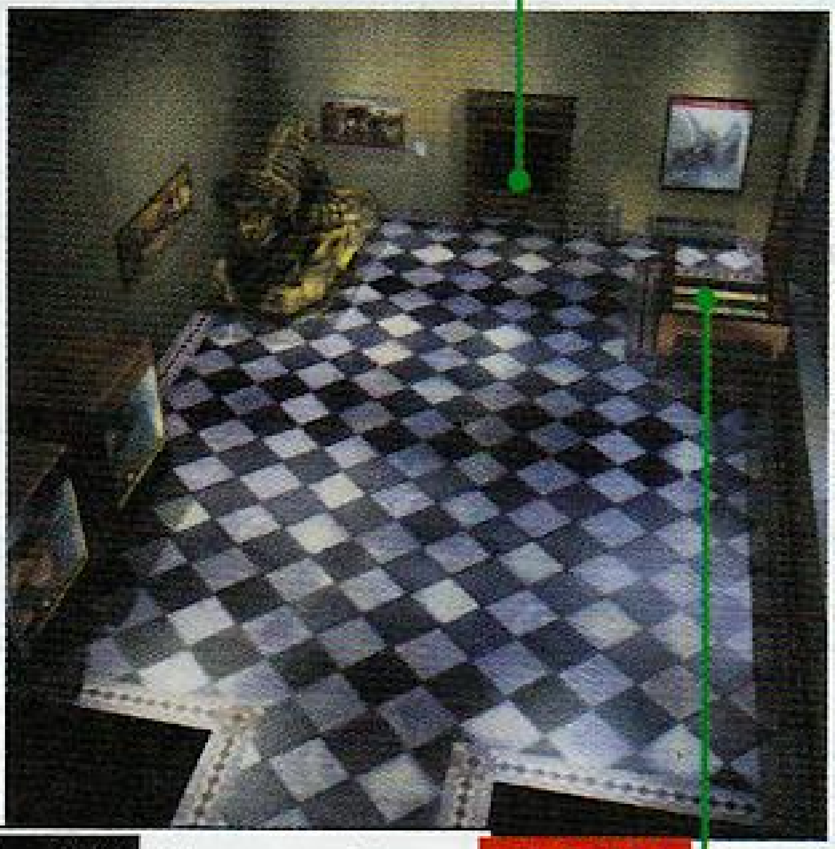
Map232 To the rest area.

Map245 DNA room **ENEMY**

Required: Clamp key

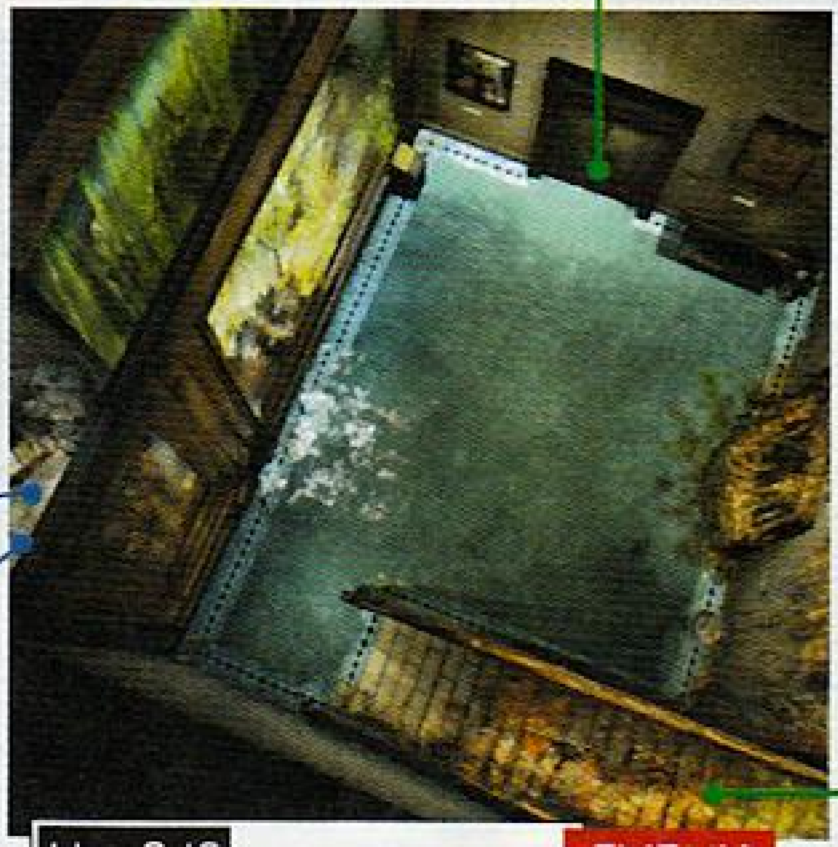


Map247 Triceratops Room (After Battle)



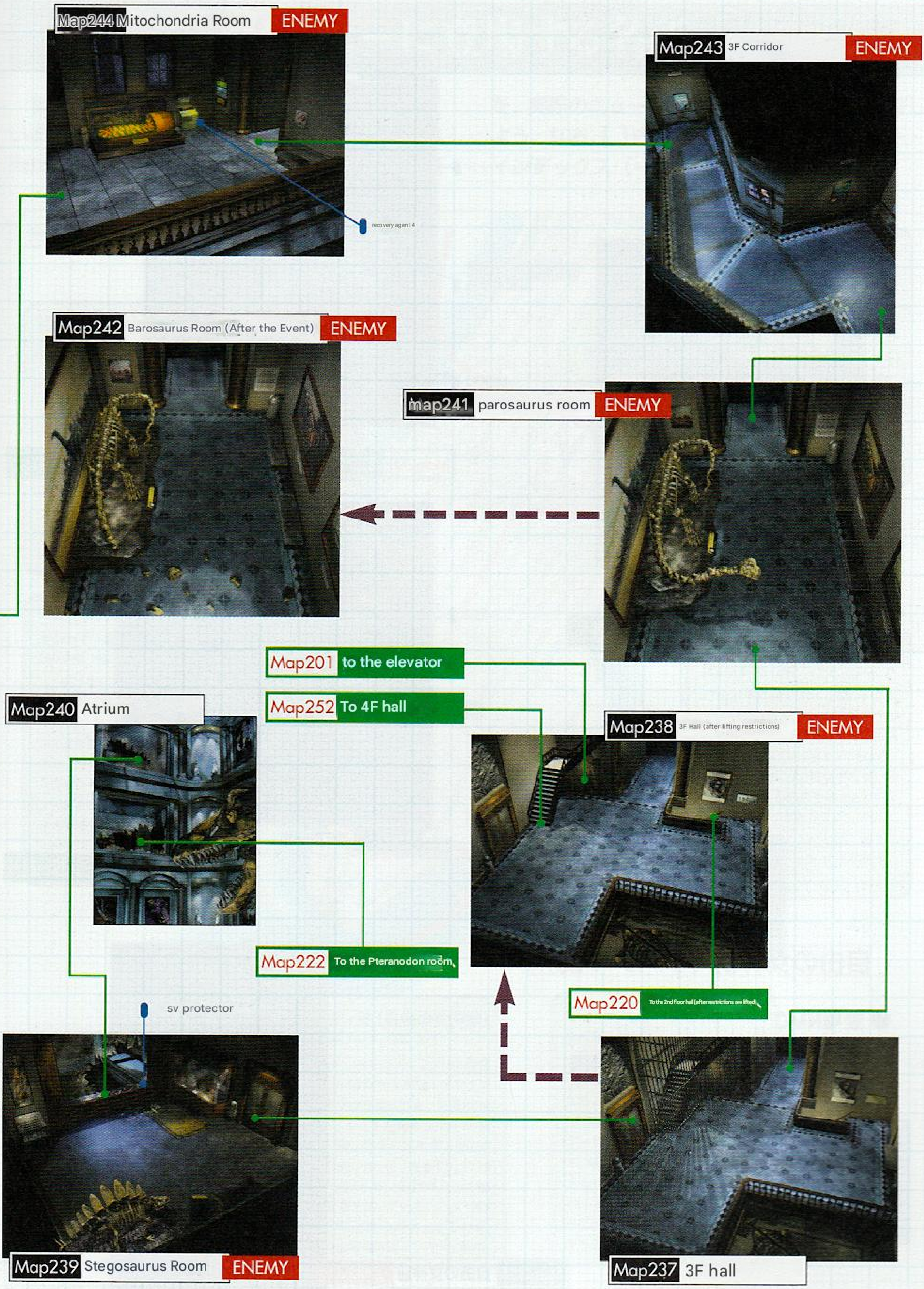
Map246 Triceratops Room **ENEMY**

Map225 Go to Small Dinosaur Room B



Map248 medium dinosaur room **ENEMY**

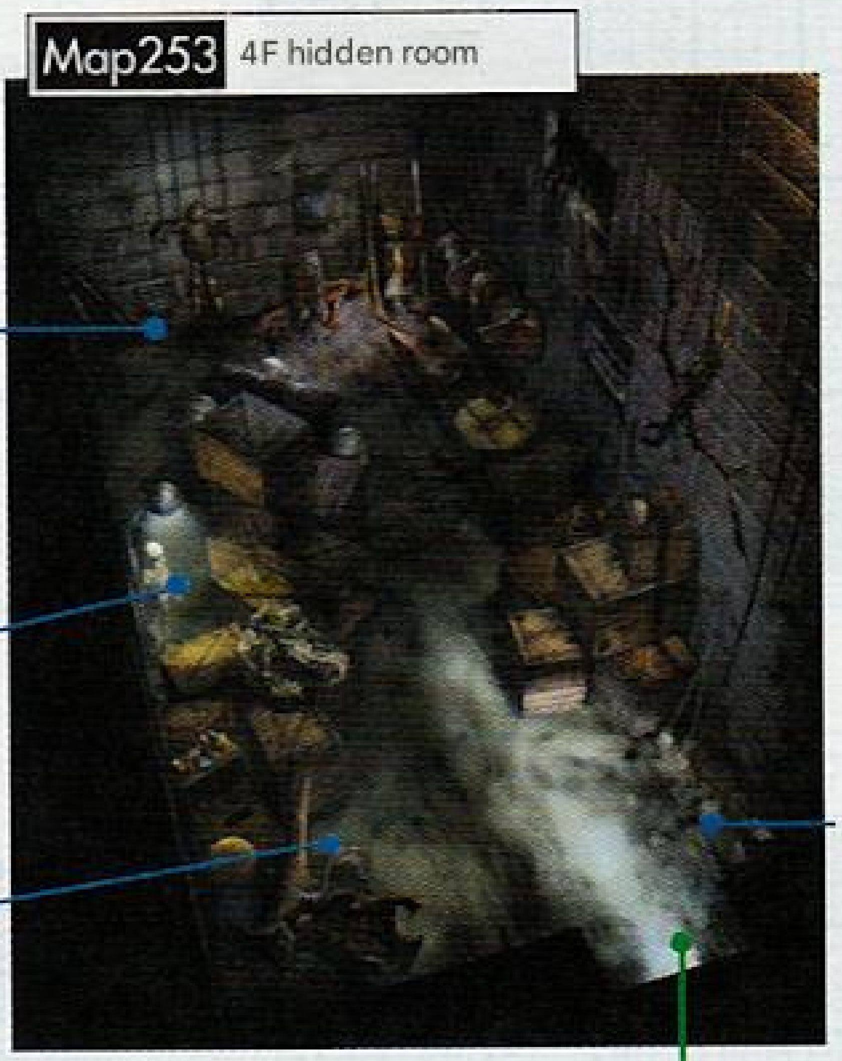
Map254 To the 4th floor exhibition room


Map244 Mitochondria Room
ENEMY
recovery agent 4
Map243 3F Corridor
ENEMY
Map242 Barosaurus Room (After the Event)
ENEMY
map241 parosaurus room
ENEMY
Map201 to the elevator
Map252 To 4F hall
Map240 Atrium
Map238 3F Hall (after lifting restrictions)
ENEMY
Map222 To the Pteranodon room
Map220 To the 2nd floor hall (after restrictions are lifted)
sv protector
Map239 Stegosaurus Room
ENEMY
Map237 3F hall

American Museum of Natural History

4F

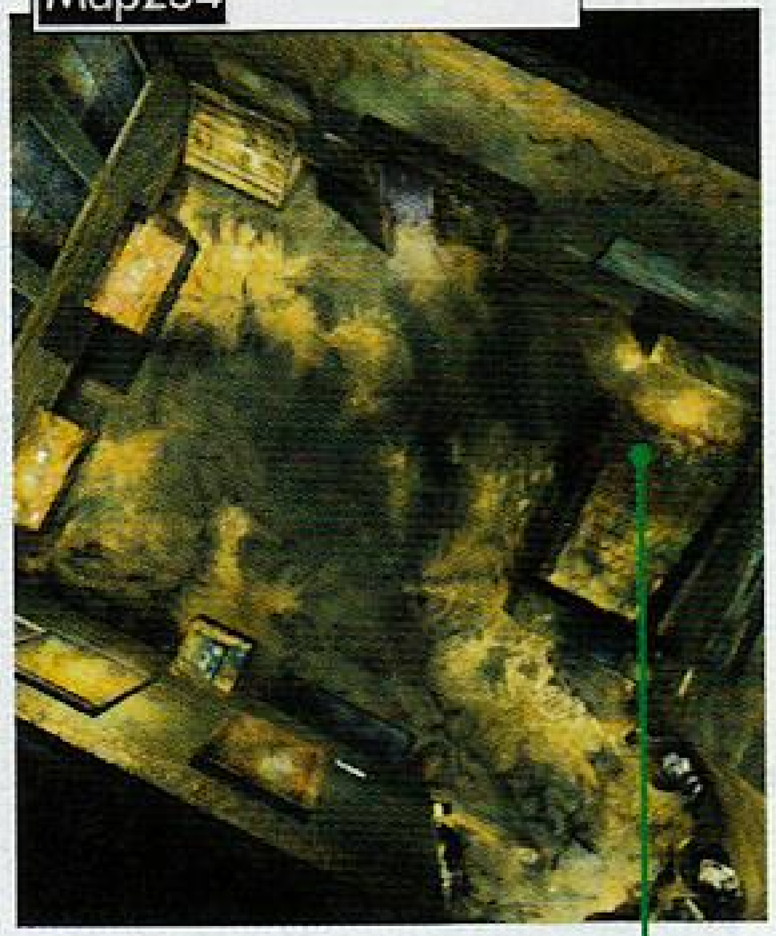
Map253 4F hidden room


B jacket
darkness cure
M500
Tools

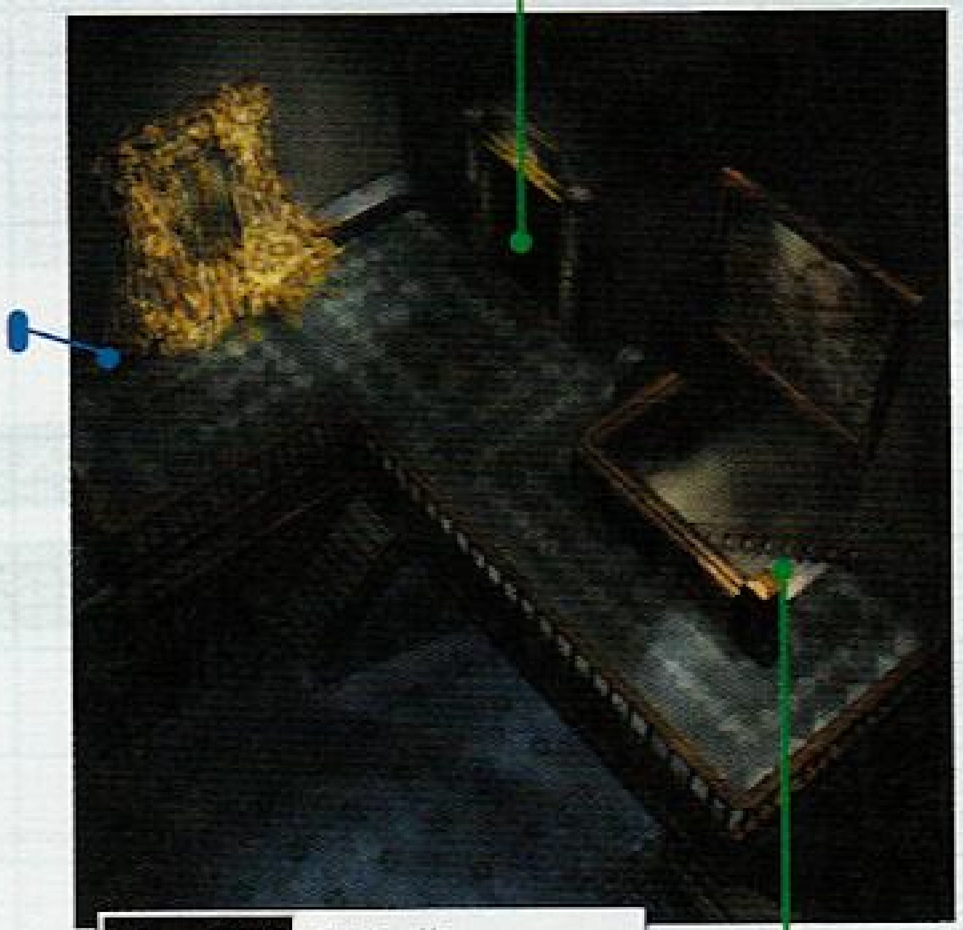
Map201 to the elevator

Map231 To the hidden elevator

Map254 4F Showroom



Map248 To the medium-sized dinosaur room


full recovery

Map252 4F hall

Map238 [illegible]

In front of the Statue of Liberty (Liberty Island)

● Debut NMC

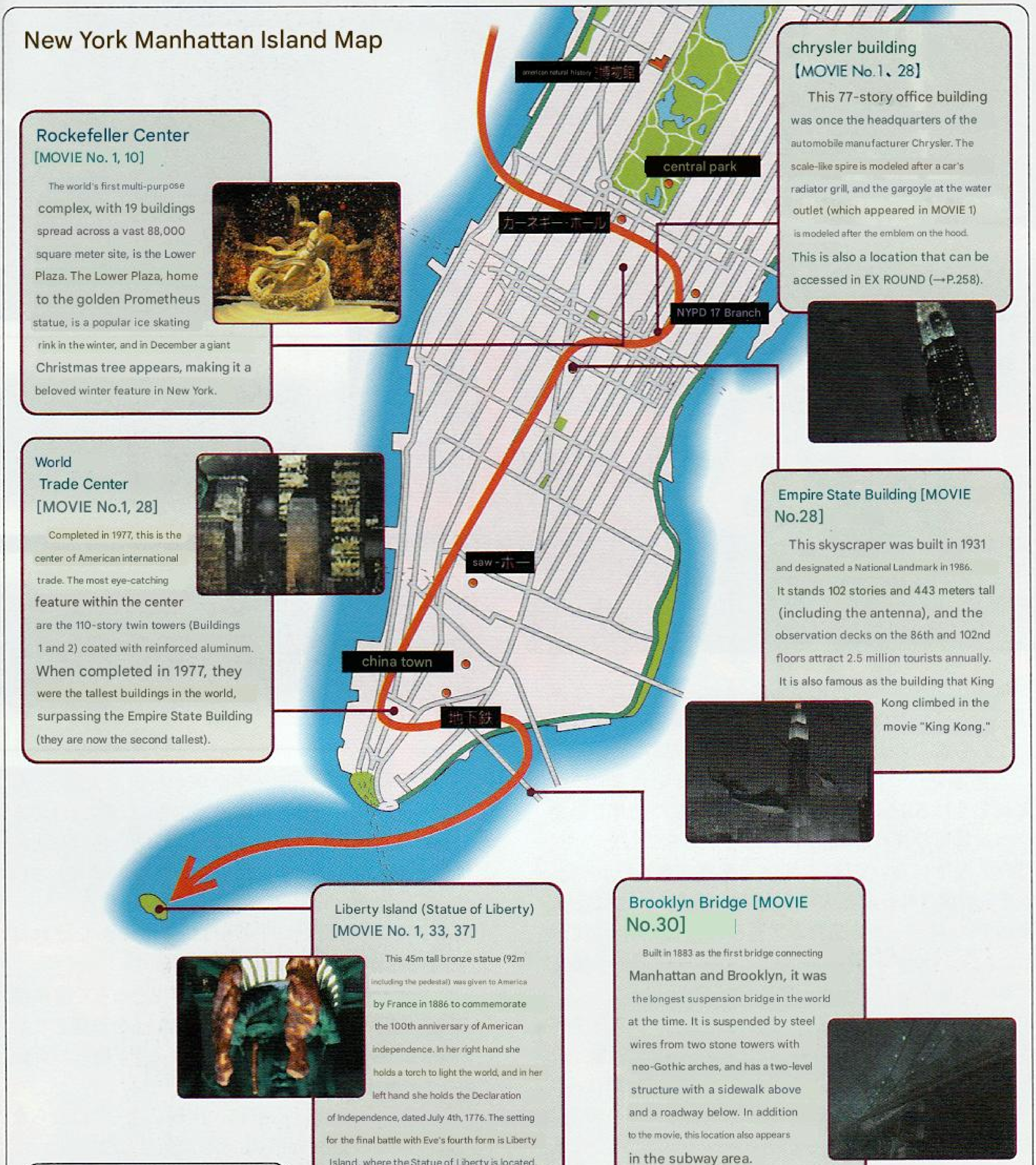
NAME	MAP	DATA
Eve - 4th Form ~ Final Form	255	P.153

Map255 In front of the Statue of Liberty **ENEMY**

Famous places that appear in movies

In addition to the areas introduced in CELL 5, several real-life New York landmarks also appear in the movie scenes. Here we will introduce these landmarks along with an actual map of New York. The MOVIE No. in brackets [ ] corresponds to the movie index (→P.322).

New York Manhattan Island Map



Rockefeller Center
[MOVIE No. 1, 10]

The world's first multi-purpose complex, with 19 buildings spread across a vast 88,000 square meter site, is the Lower Plaza. The Lower Plaza, home to the golden Prometheus statue, is a popular ice skating rink in the winter, and in December a giant Christmas tree appears, making it a beloved winter feature in New York.

World Trade Center
[MOVIE No.1, 28]

Completed in 1977, this is the center of American international trade. The most eye-catching feature within the center are the 110-story twin towers (Buildings 1 and 2) coated with reinforced aluminum. When completed in 1977, they were the tallest buildings in the world, surpassing the Empire State Building (they are now the second tallest).

chrysler building
【MOVIE No.1、28】

This 77-story office building was once the headquarters of the automobile manufacturer Chrysler. The scale-like spire is modeled after a car's radiator grill, and the gargoyle at the water outlet (which appeared in MOVIE 1) is modeled after the emblem on the hood. This is also a location that can be accessed in EX ROUND (→P.258).

Empire State Building [MOVIE No.28]

This skyscraper was built in 1931 and designated a National Landmark in 1986. It stands 102 stories and 443 meters tall (including the antenna), and the observation decks on the 86th and 102nd floors attract 2.5 million tourists annually. It is also famous as the building that King Kong climbed in the movie "King Kong."

Liberty Island (Statue of Liberty)
[MOVIE No. 1, 33, 37]

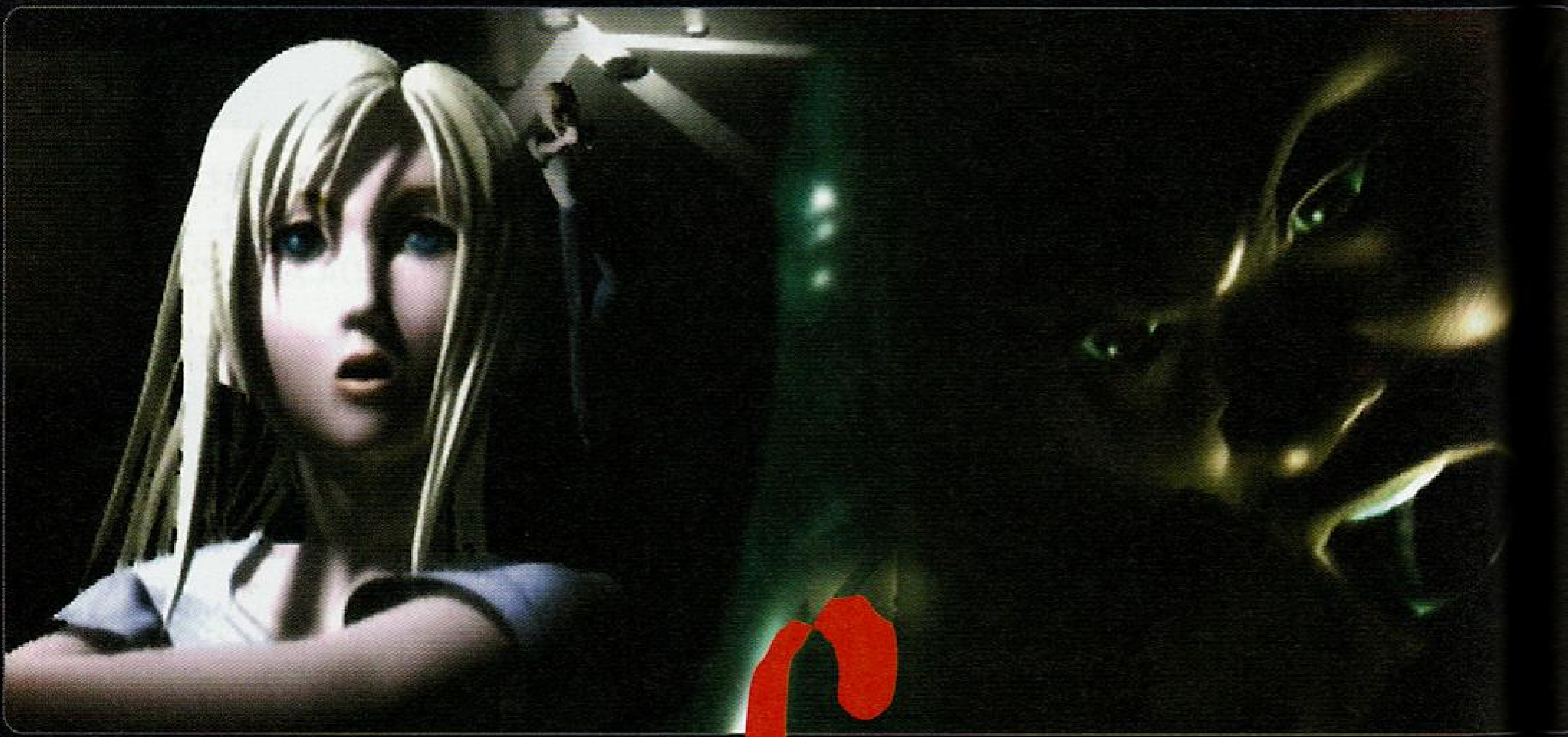
This 45m tall bronze statue (92m including the pedestal) was given to America by France in 1886 to commemorate the 100th anniversary of American independence. In her right hand she holds a torch to light the world, and in her left hand she holds the Declaration of Independence, dated July 4th, 1776. The setting for the final battle with Eve's fourth form is Liberty Island, where the Statue of Liberty is located.

Brooklyn Bridge [MOVIE No.30]

Built in 1883 as the first bridge connecting Manhattan and Brooklyn, it was the longest suspension bridge in the world at the time. It is suspended by steel wires from two stone towers with neo-Gothic arches, and has a two-level structure with a sidewalk above and a roadway below. In addition to the movie, this location also appears in the subway area.

🟥‥・・・The course that Aya's helicopter takes in MOVIE 28 on Day 5

Note: The locations of the subway and Chinatown in the map above are based on real locations, so they may differ slightly from the locations shown on the in-game map. Also, the fictitious St. Francis Hospital and Pier 3 Warehouse have been removed from the map.



1997.12.29

DAY6

Aya

The vortex that instantly brought about the destruction of the US fleet, arguably the strongest on Earth--at the epicenter of the explosion were the crew members on board, in other words, humans.

A human explosion—the mitochondria within their bodies generated heat levels far exceeding any previous combustion, triggering a violent reaction that reached explosive levels. Under these circumstances, humans were like a powder keg. Multiple high-temperature fireballs capable of melting even iron occurred inside the ship, and the weapons, the pinnacle of human technology, fell silent, helpless to do anything. The waters off Manhattan Island were lit up by spectacular pillars of flame, heralding the end of humanity, and the sky was bathed in the colors of dusk.

Although he was just born, he already understood what he had to do. He had inherited all of his mother's knowledge, experience, and abilities. He was not only Eve's "daughter," but also Eve herself. In fact, now that he had obtained a perfect body as a mitochondrial organism, he was the overlord of the new world, surpassing even Eve.

Unlike Eve, who was tied to Manhattan due to the availability of artificial sperm and her pregnancy, he was free. He could fly away in the same state, and bring about the explosive judgment of humanity across New York, the entire North American continent, and the entire world. Thinking of the despair of the fleeing people, he was almost in a trance. He was overcome by an overwhelming urge to start it right away.

But he held back. First, there was something else he had to do.

Eve's final thoughts were burned into him like a powerful pulse. He couldn't leave that human-- Aya - alone. Aya's mitochondria had evolved to be their natural enemy...

He must eliminate it before it evolves further. He searches for Aya's presence and finds her.

本能的な殺意が、彼　　　　　　　　　して

EVE'S DAY6

AYA'S DAY 6

Eve was dead. Ironically, she had dreamed of liberating mitochondria, and her final moments were in front of the collapsed Statue of Liberty. The damage from the bullets I had repeatedly fired had caused her host cells to deteriorate and decay, and they had reached the limits of their regenerative capacity. Like the people who had been dissolved, Eve too was unable to maintain her form and was reduced to a liquid mass of flesh, dying as a result.

With this, every cell of Maya's body that had been bound to life by Eve would be wiped away. Twenty years after that sudden accident, my sister could finally rest in true peace...

As I gazed out from the navy cruiser at Liberty Island, Eve's gravesite, and the remains of the gigantic creature spread across the sea, I was overcome with a complex feeling that was different from relief. Eve told me, "Even though I 異種族 fight as a human, I too am trying to exterminate Eve, who is..." When I looked at the whole planet, I wondered whether it was right for humanity to continue to dominate...and whether the war against Eve was justified. I don't believe humans should be wiped out, but if I were to eradicate mitochondrial organisms, a new form of life, in order to do so, could I say that I was different from Eve?

Perhaps there is no answer. All living things do not sit back and wait for extinction, but continue to struggle. This time, they were just lucky enough to avoid being overthrown from their position as the rulers of the Earth. They evolved in a different way from Eve - with the help of mitochondria, which wanted to coexist with humanity...

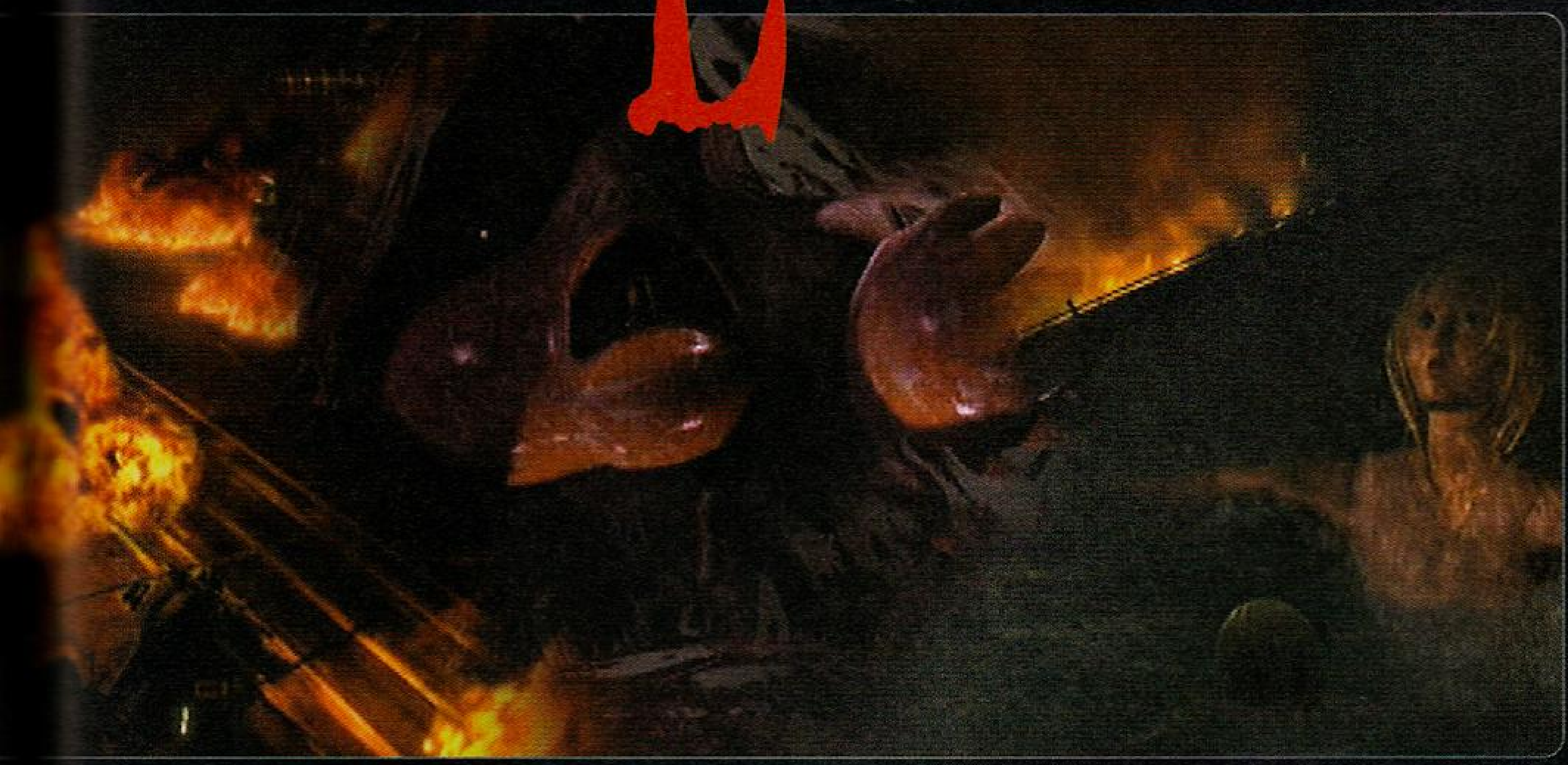
At that moment, the mitochondria inside me suddenly throbbed violently and ominously.

The battle was not over yet. Something was stirring within the corpse of the gigantic creature, resembling rotting flesh, and was about to be born into this world.

The next moment, a newborn cry erupted from the sea of flesh, engulfing the fleet in a scorching vortex.

Eve Evolution

～進化～

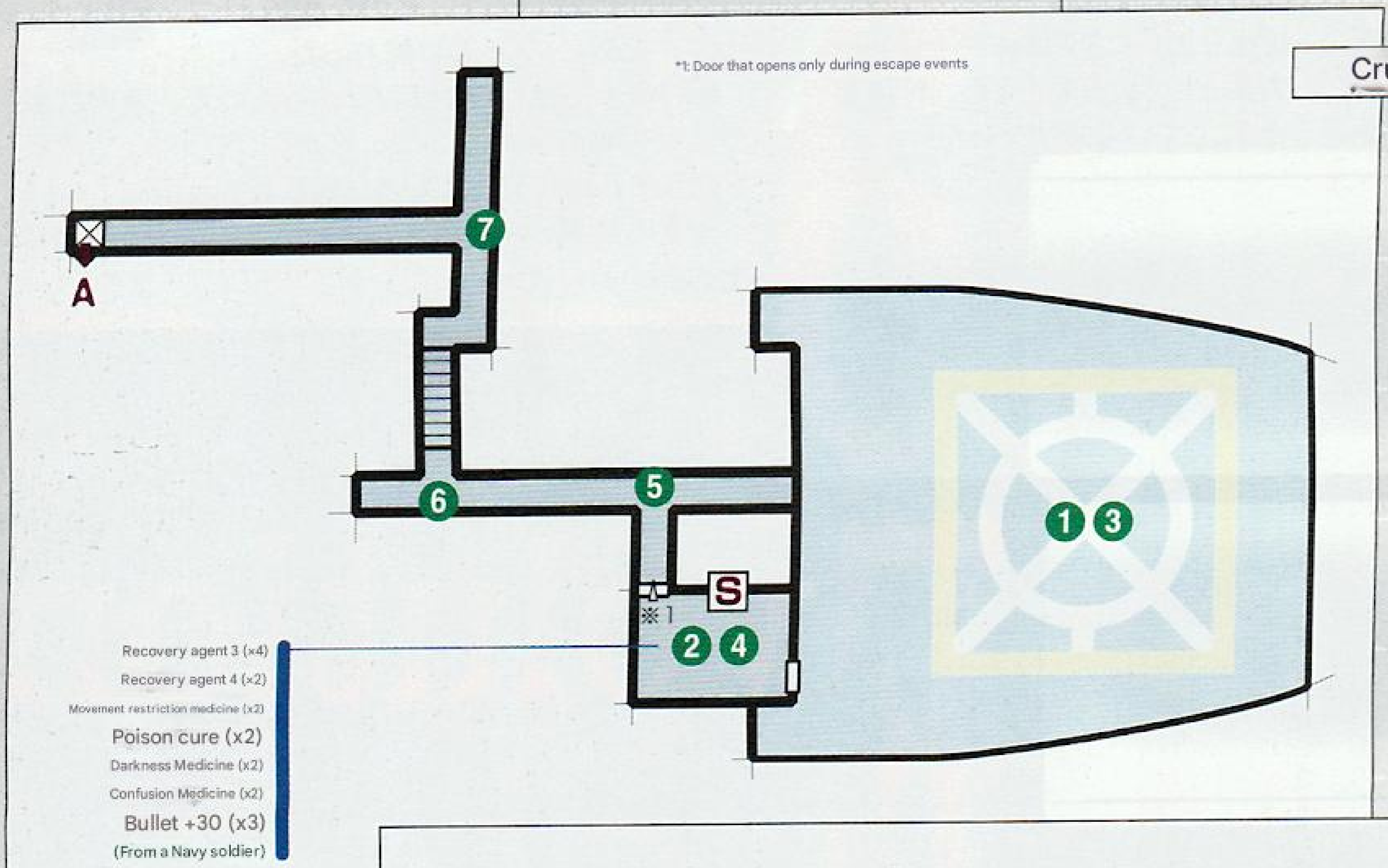


Strategy GUIDE DAY 6

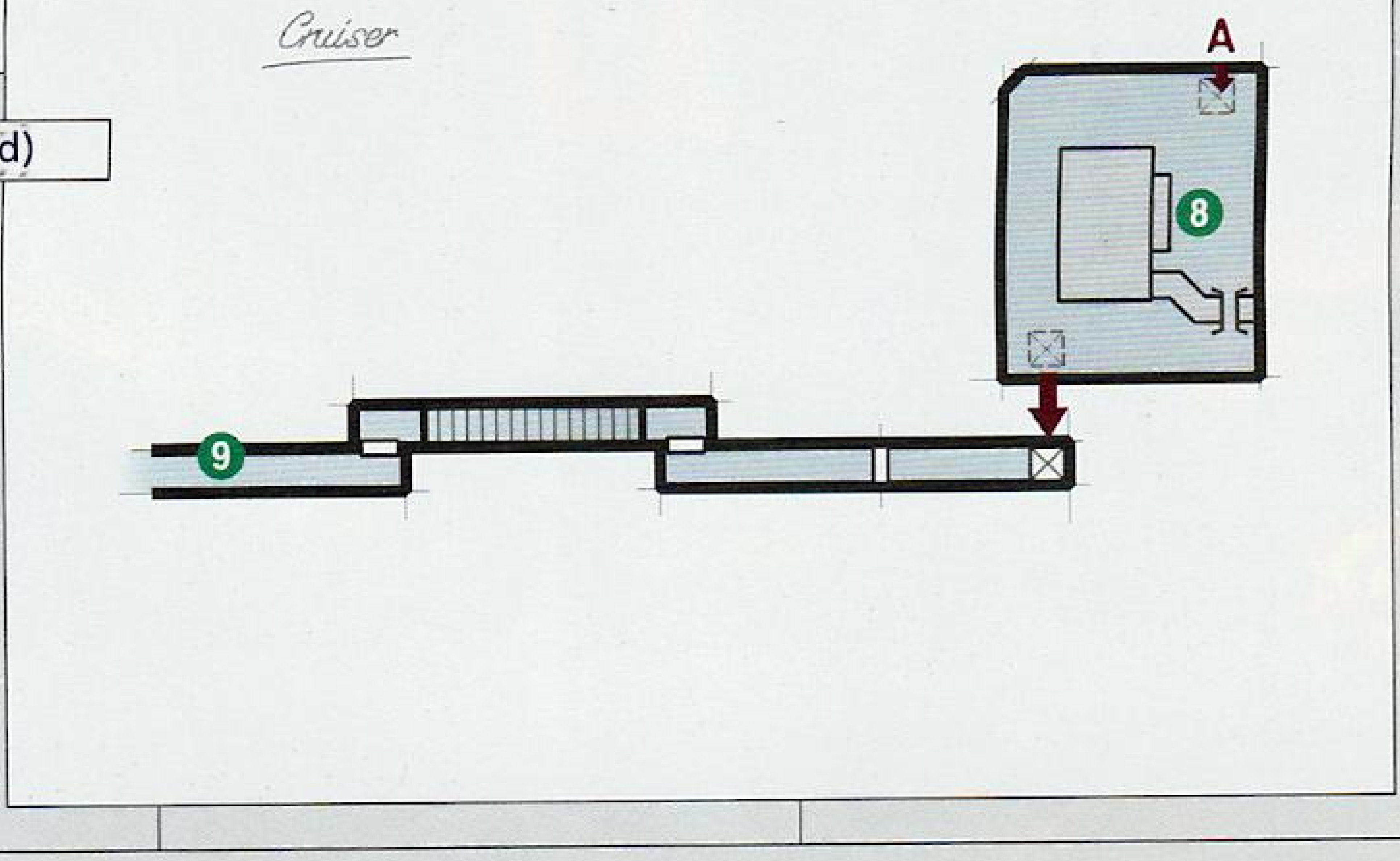
On this day, there is only the final battle with the perfect form. However, the enemy is extremely formidable, and even after the battle, an event awaits that will keep you on your toes. What's more, even after the ending, there will be a new battle...?

cruiser CRUISER

Cruiser (rear view)


*1: Door that opens only during escape events
A
7
6
5
S
※1
1 3
2 4
Recovery agent 3 (x4)
Recovery agent 4 (x2)
Movement restriction medicine (x2)
Poison cure (x2)
Darkness Medicine (x2)
Confusion Medicine (x2)
Bullet +30 (x3)
(From a Navy soldier)

Cruiser (forward)


Cruiser
A
8
9

MOVIE 37

① 〜 ② ❷When you go to ROUND 2, Wayne will arrive from the police station, and you'll be able to organize your equipment and items, as well as give each weapon and armor a name of your choice. Equipment you name here and items you leave with Wayne will carry over to the next ROUND, so choose carefully. You can leave the name as the original equipment name, but if you do, select the equipment and move the cursor to END to exit the menu. Pressing the × button without selecting an equipment item will cancel the act of naming (i.e., carrying over the equipment). The naval soldier in the left corner of ROUND 2 will give you healing potions, various healing medicines, and ammunition, but you don't need to take the poison cure, movement restriction cure, and darkness cure, as they won't be used in the battle against the Complete Form.

③ If you move from ② to ③, you will enter a battle with the Perfect Form, so be sure to save at ② beforehand. The Perfect Form can evolve four times, but the fifth form is a special event rather than a normal battle. In this event, you must shake off the Perfect Form's pursuit and escape from the cruiser. If it catches up to you, it will be game over, so be careful.

MOVIE 38、39

VS Complete Form (→P.156)

MOVIE 40、41

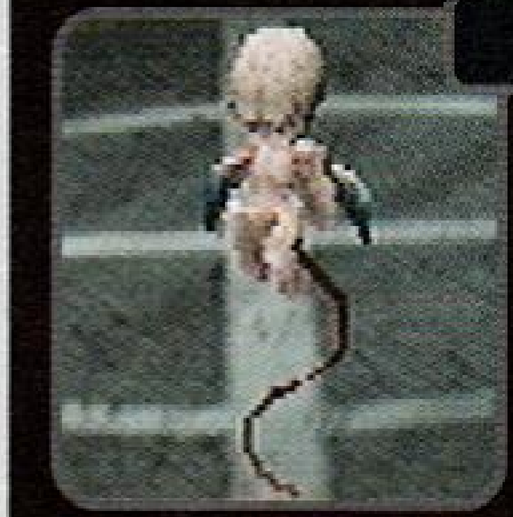
④ 〜 ⑦ During the escape event, ignore ●'s phone, as it is broken and unusable. It is impossible to pass by the complete form in the passage, so be careful not to get lost at ⑤67. Also, if you hold down the directional pad while the screen switches to black, you may move in an unexpected direction on the next screen and come into contact with the complete form. It's best not to press the directional pad while the screen is black.

⑧ 〜 ⑨ If you don't increase the boiler output at 8, you will be caught by the complete form before reaching ❾, resulting in a game over. Also, even if you have increased the boiler output, if it takes too long to reach the exit at ●, you will not be able to escape before the cruiser explodes, resulting in a game over. If you can safely escape from the cruiser, you will reach the long-awaited ending.

MOVIE 42or (43〜45)

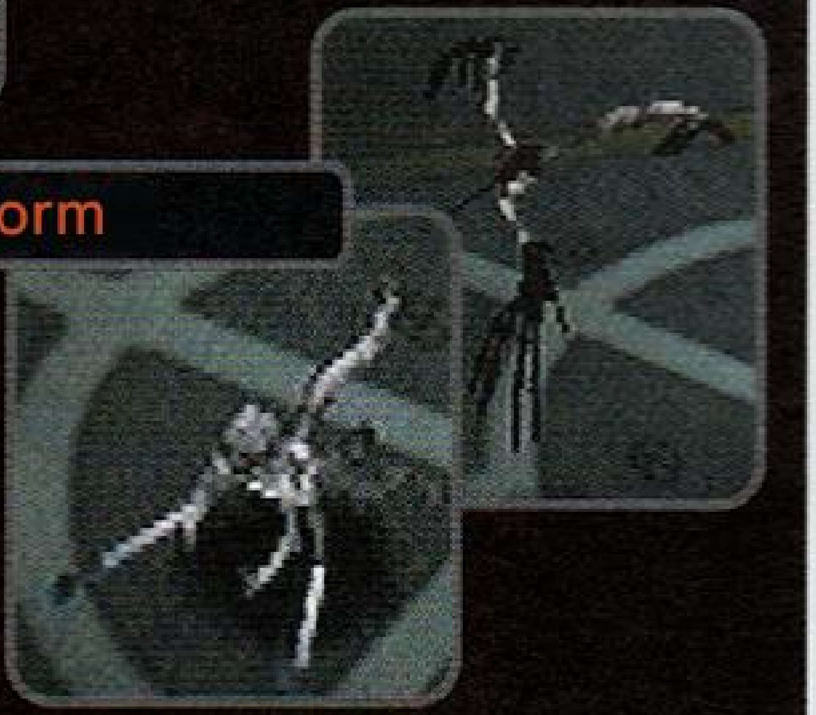
evolution of perfection

1st form



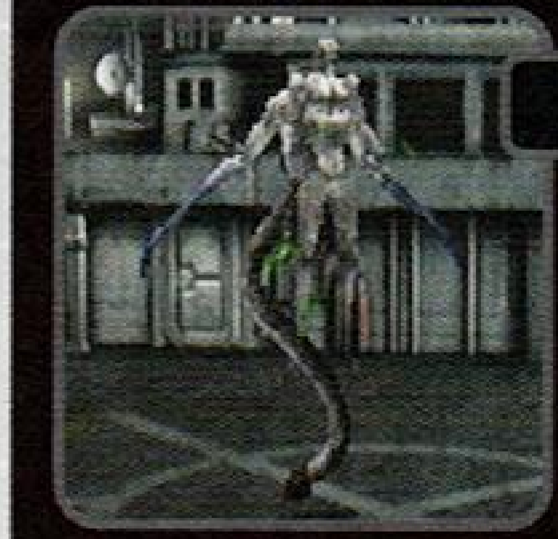
◆It has a body similar to that of a human baby, wings and a tail, and an abnormally large head compared to its body.

2nd form



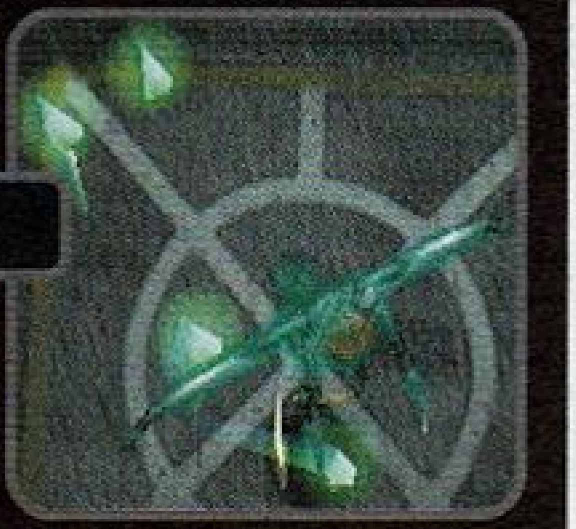
◆At first it looks like Eve's fourth form, but halfway through it separates into wings and a body as shown in the photo.

3rd form



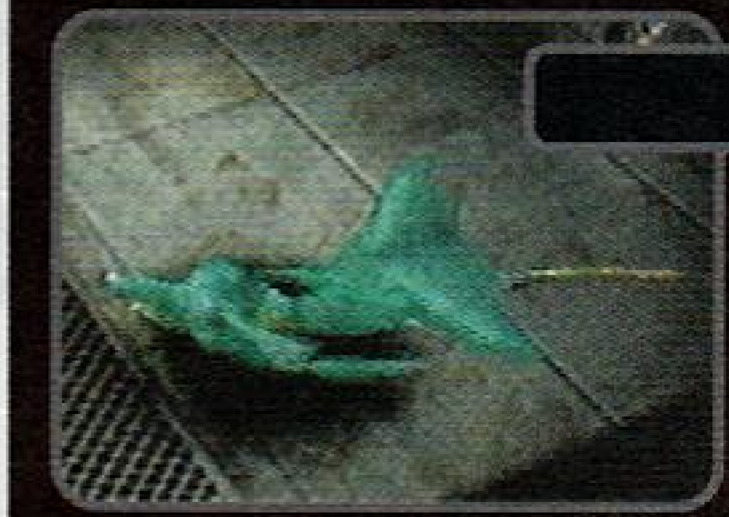
◆The body is about the same size as an adult human. There are three or four arms that appear to have been transformed from the wings, and the tail has also grown enormously.

4th form



◆It has completely changed from its previous human-like appearance to one reminiscent of an aquatic creature. It has four bits surrounding it.

5th form



◆The fourth form has lost its fins and become shrunken. At first it crawls on the ground, but after shedding its skin it becomes capable of flight.

And then to EX ROUND...

Once the credits roll is over, you can save your cleared data. You can use the file you created here to play EXROUND. Aya's battle isn't over yet...

For details, see page 258

CR cruise door ER

US NAVY CRUISER
USNAVY
ENGINE ROOM

Day1	×	Day4	×
Day2	×	Day5	×
Day3	×	Day6	○

Cruisers are warships that are superior in speed, but inferior in offensive and defensive power to battleships. Cruisers are the mainstay of modern naval forces, alongside aircraft carriers. The U.S. Navy has cruisers stationed at bases across the country, from Norfolk to Yokosuka.

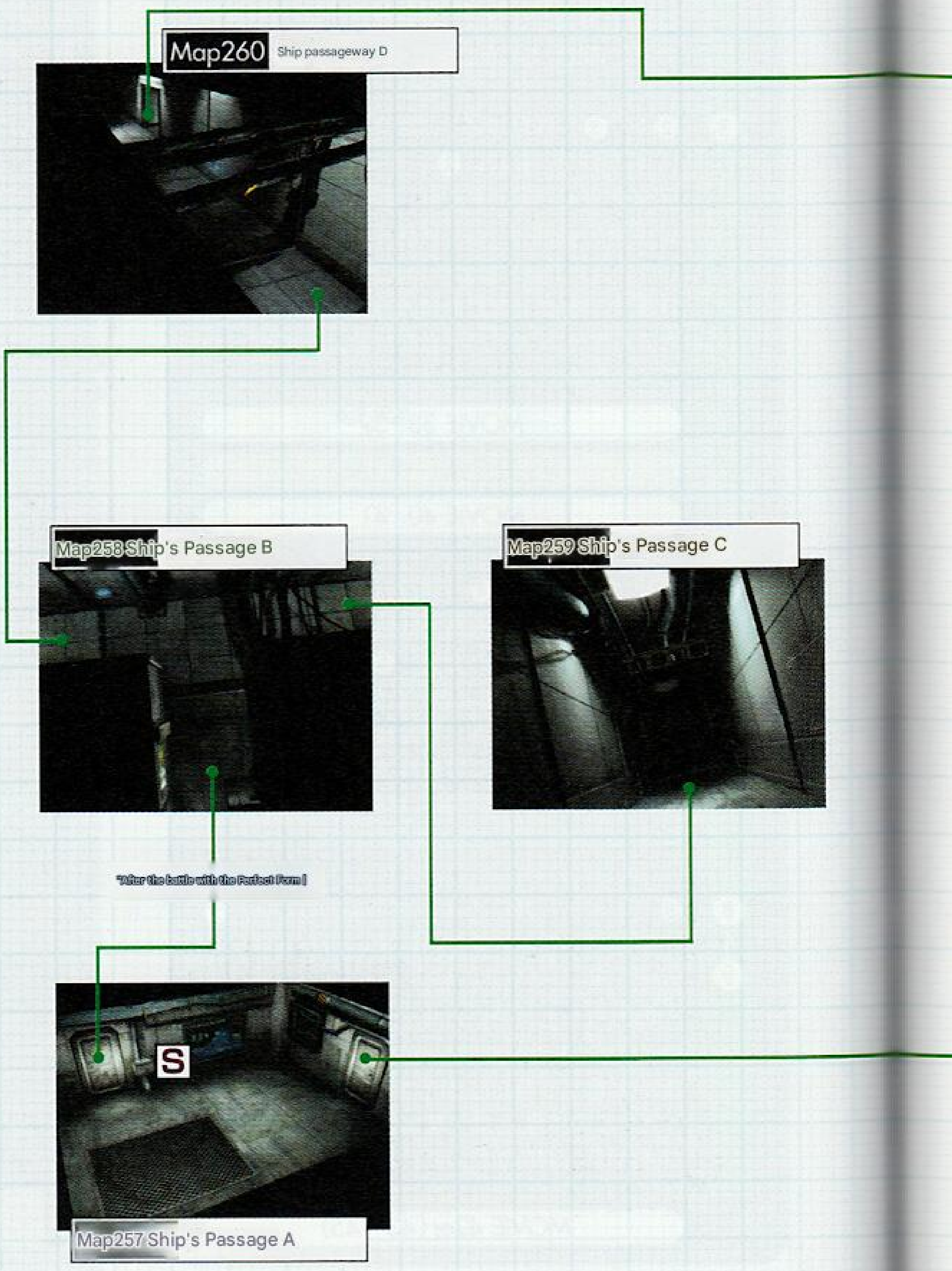
cruiser in game

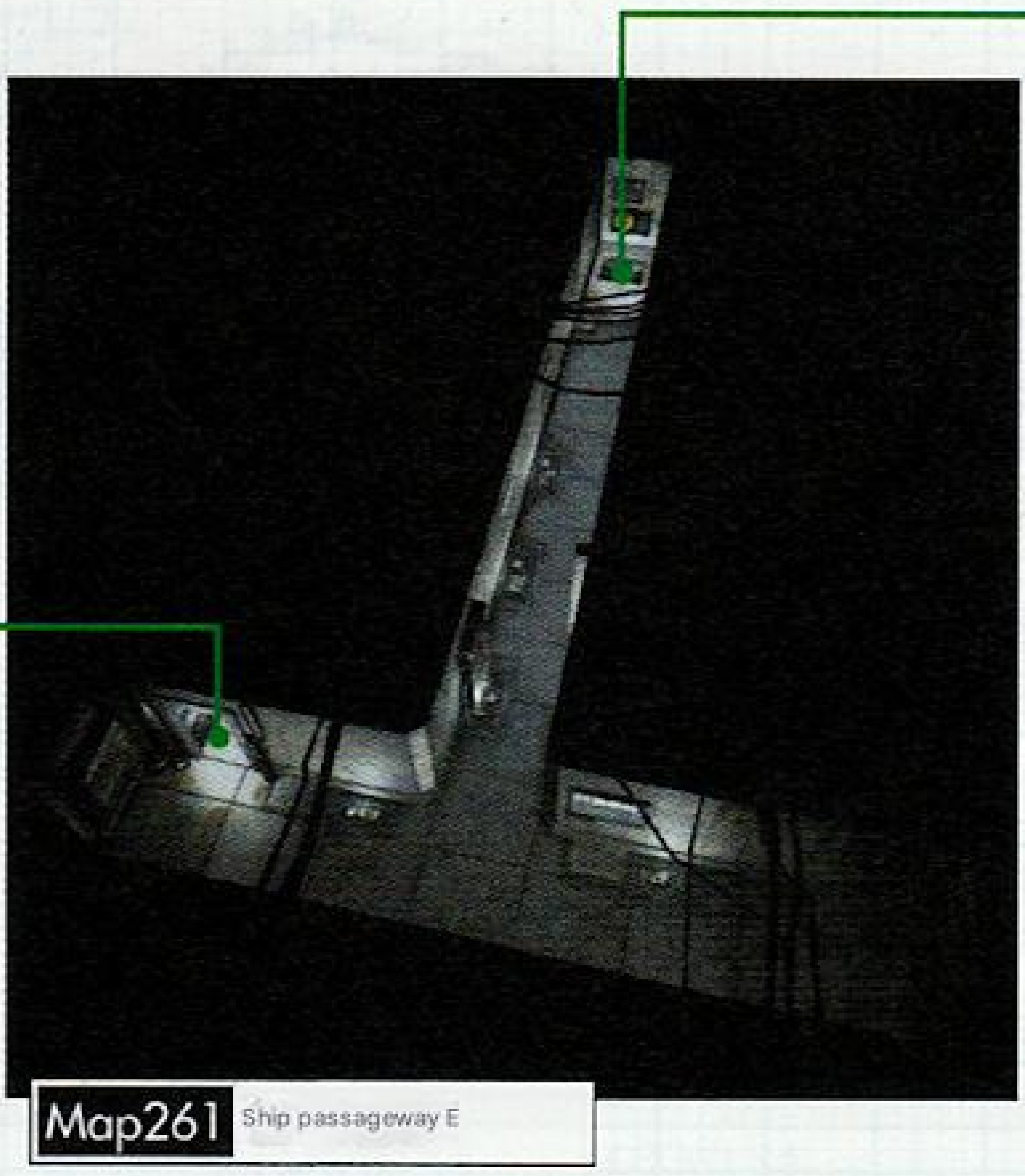
The warship on which Aya will have her final battle with the perfect form is a Ticonderoga-class Aegis cruiser, which is often paired with Nimitz-class aircraft carriers in the US Navy. Aegis is a fleet air defense system developed by the US Navy, and its name comes from the Aegis shield given to Athena by Zeus in Greek mythology.

◆You can see a full view of the ship in MOVIE 24 (the movie that plays immediately after you leave the museum on Day 5).

● Debut NMC

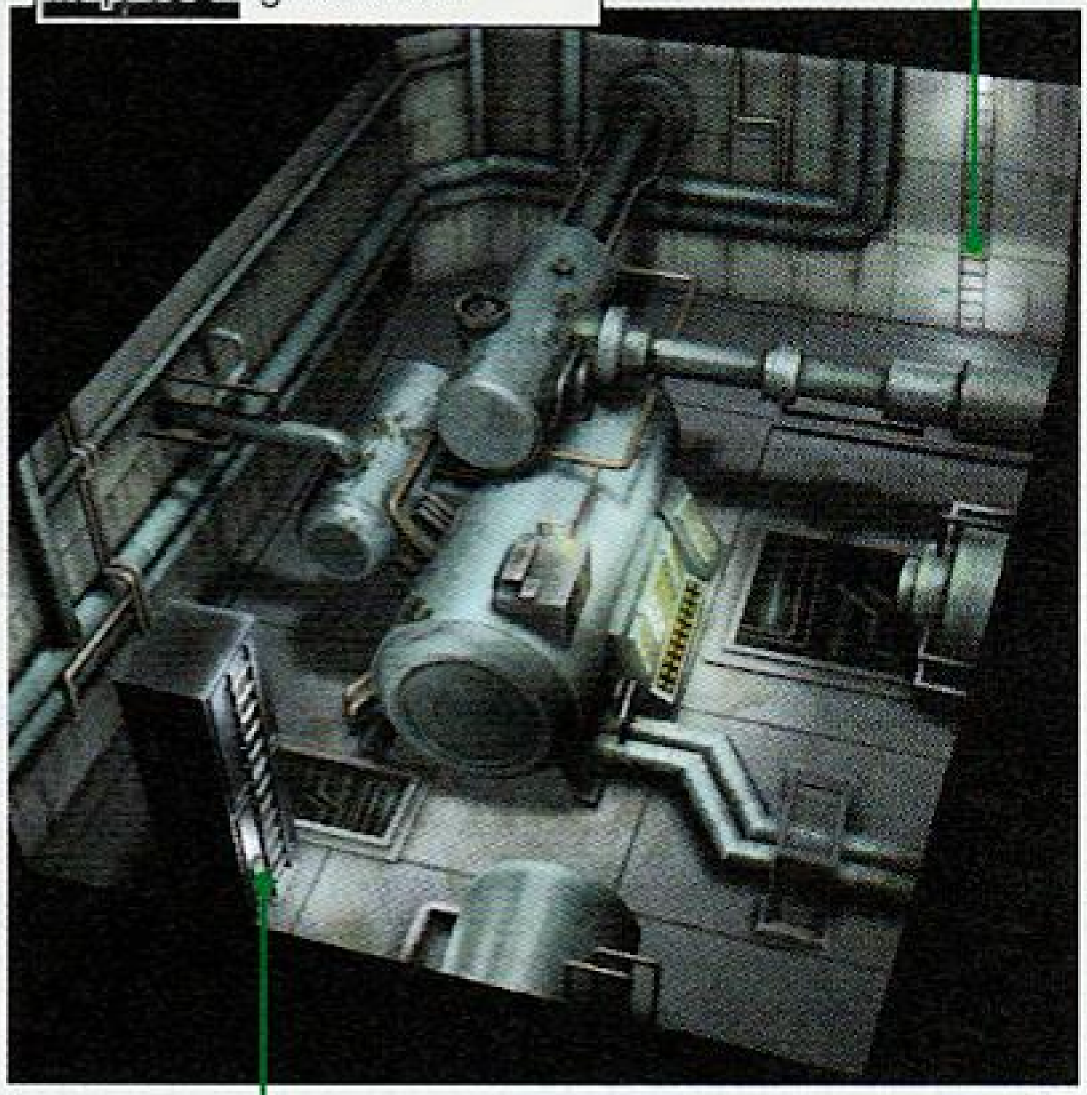
NAME	MAP	DATA
Complete form, Form 1 to Form 5	256	P.156

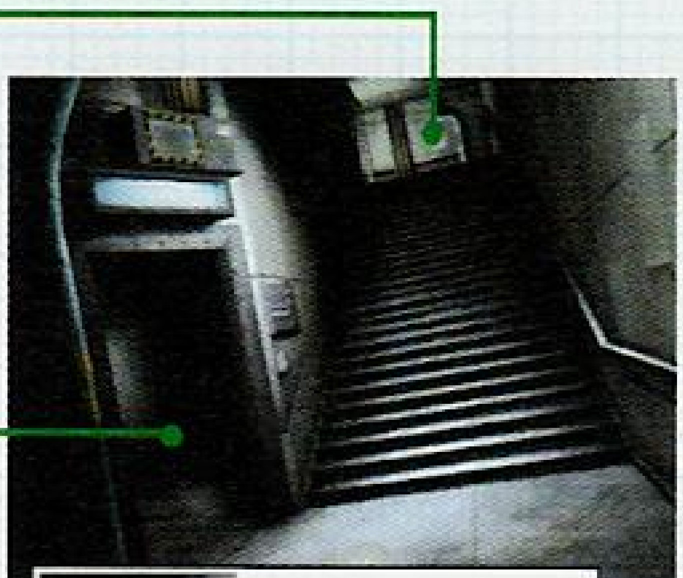

Map260 Ship passageway D
Map258 Ship's Passage B
Map259 Ship's Passage C
"After the battle with the Perfect Form"
S
Map257 Ship's Passage A



Map261 Ship passageway E

Map263 Engine Room





Map262 Ship's Passage F

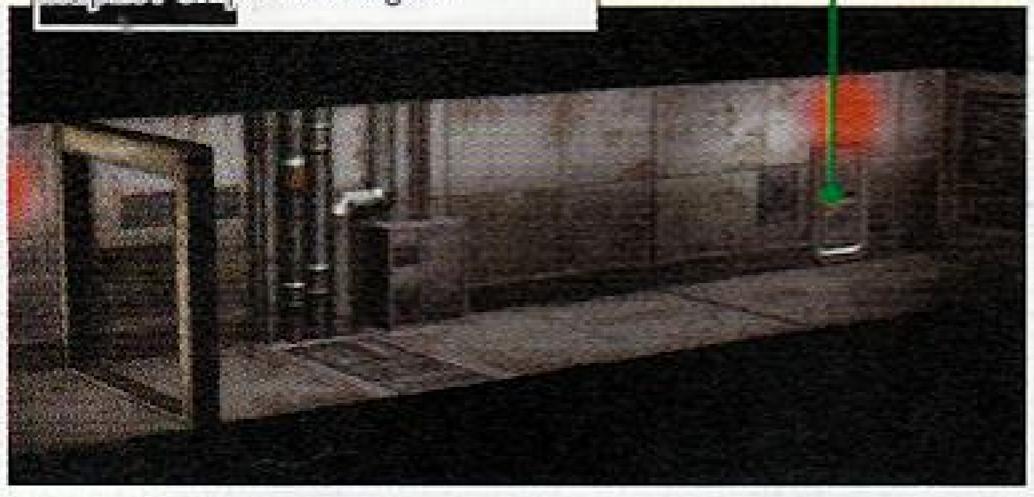
Map265 Ship passage H

Map264 Ship passage G

Map266 Ship's Passage 1

Map256 rear deck **ENEMY**

Map267 Ship's Passage J



cruiser

NMC appearance combination list

NEO MITOCHONDRIA CREATURE

Here, we have researched and listed what combinations of NMCs you will encounter on each map. When there is an enemy you want to encounter, it is useful to search this list.

How to view the list

No.	Map name	A	B	C	D	AND	F
①Hall 16	Stage 2 ❷	❸ve.First Form	—	—	—	—	—
Hall 10	Underground Corridor B	◎RAT1×1	RAT1×2	—	—	—	—
14	Stage Props Room A	RAT1×2、 PARROT1×1	—	—	—	—	—
16	Prop room	◎RAT1×1	—	—	—	—	—
17	Lead Actor Dressing Room	◎PARROT1×1	—	—	—	—	—
20	Practice Room A	◎Eve 2nd Form (Practice Hall)	—	—	—	—	—

①.................Map number. Refer to pages 174 to 251.

❷ ....Map name. Refer to pages 174-251.

❸...On that map, NMC appears in any combination of A to F.

Other combinations may also appear. "O" indicates a combination that only appears the first time you encounter it. "★" indicates a combination that will appear in the EX ROUND.

carnegie hall

No.	Map name	A	B	C	D	AND	F
6	hall stage	◎Eve - First Form	—	—	—	—	—
Hall 10	Underground Corridor B	◎RAT1×1	RAT1×2	—	—	—	—
14	Stage Props Room A	RAT1×2 PARROT1×1	—	—	—	—	—
16	Prop room	◎RAT1×1	—	—	—	—	—
17	Lead Actor Dressing Room	◎PARROT1×1	—	—	—	—	—
20	Practice Room A	◎Eve 2nd Form (Practice Hall)	—	—	—	—	—

Sewer 1

No.	Map name	A	B	C	D	AND	F
23	Sewer 1B	RAT1×3	—	—	—	—	—
24	Sewer 1C	RAT1×2 FROG1×1	—	—	—	—	—
26	Sewers 1E	RAT2×2	—	—	—	—	—
29	Sewer 1G	FROG1×2	—	—	—	—	—
31	Sewer 11	◎ALLIGATOR1×1	—	—	—	—	—

central park

No. Map name	A	B	C	D	E	F
34 Park entrance B	SNAKE1×1 POISON-SNAKE1×1	SNAKE1×1 POISON-SNAKE1×3	SNAKE1×2 POISON-SNAKE1×1	★SNAKE1×2 POISON-SNAKE1×3	★SNAKE1×4 POISON-SNAKE1×1	★POISON-SNAKE1×5
36 Zoo Square A	CROW1×2	★CROW1×3	—	—	—	—
37 Zoo Square B	MONKEY1×1	MONKEY1×2	—	—	—	—
39 Subtropical Corner	SNAKE1×2	★SNAKE1×3	—	—	—	—
40 Zoo Square C	MONKEY1×1 CROW1×2	MONKEY1×1 CROW1×3	—	—	—	—
41 Zoo Square D	PLANT1×2	★PLANT1×3	—	—	—	—
42 Zoo Trail A	POISON-SNAKE1×2	★POISON-SNAKE1×3	★POISON-SNAKE1×4	—	—	—
43 Zoo Trail B	POISON-SNAKE1×1 CROW1×2	★POISON-SNAKE1×1 CROW1×3	★POISON-SNAKE1×2 CROW1×2	—	—	—
52 Belvedere Castle	BEAR1×1	—	—	—	—	—
55 Promenade C	CROW1×1, BEAR1×1	—	—	—	—	—
56 Promenade D	SNAKE1×1 POISON-SNAKE1×1	★POISON-SNAKE1×2	—	—	—	—
58 Promenade F	CROW1×4	CROW1×5	—	—	—	—
59 Bow Bridge	POISON-SNAKE1×2 BEAR1×1	—	—	—	—	—
60 Bethesda Fountain	MONKEY1×2	—	—	—	—	—
61 Overpass A	PLANT1×3	—	—	—	—	—
63 The Mall	CROW1×2 PLANT1×1	★CROW1×3 PLANT1×1	—	—	—	—
64 Open-Air Concert Hall	◎GIANTWORM×4	—	—	—	—	—
65 Horse-drawn carriage stand	◎Eve - Second Form (Carriage)	—	—	—	—	—

New York City Police Department 17th Precinct

No. Map name	A	B	C	D	AND	F
86 1F Corridor A (after the attack)	RAT3×1 CROW2×1	RAT3×1 CROW2×2	—	—	—	—
90 B1F Corridor A (after the attack)	CROW2×1 DOGMAN1×1	CROW2×2 DOGMAN1×1	★CROW2×2 DOGMAN1×2	—	—	—
93. Dog House (after the attack)	DOGMAN1×2	—	—	—	—	—
Meeting Room 96 (after the attack)	SPIDER1×1	—	—	—	—	—
97 2F Corridor A (after the attack)	CROW2×1 SPIDER1×1	★CROW2×1 SPIDER1×2	—	—	—	—
98 Detention Center	RAT3×1 SPIDER1×2	—	—	—	—	—
99 2F Corridor B	SPIDER1×3	—	—	—	—	—
100 Suspect Identification Room	◎DOGMAN1×2	—	—	—	—	—
103 3F Corridor A	RAT3×2 CROW2×1	★RAT3×2 CROW2×2	★RAT3×3 CROW2×1	—	—	—
105 3F Warehouse A	◎BIG-DOGMAN×1	—	—	—	—	—
107 3F Corridor B	DOGMAN1×1 SPIDER1×1	★DOGMAN1×2 SPIDER1×1	—	—	—	—
108 Autopsy Room	◎CROW2×1 SPIDER1×2	—	—	—	—	—
110 Document Room	◎KERBEROS×1	—	—	—	—	—

saint francis hospital

No. Map name	A	B	C	D	AND	F
113 1F Lobby	BACTERIUM1×4	★BACTERIUM1×5	—	—	—	—
Treatment Room A, 117	FLYMAN1×1 Ratman 1 × 1	—	—	—	—	—
Treatment Room B, 118	FLYMAN1×1 BACTERIUM1×3	—	—	—	—	—
120 Liquid Nitrogen Chamber	BACTERIUM-KING×1	—	—	—	—	—
122 B1F Corridor A	BACTERIUM1×1	—	—	—	—	—

124	B1F Warehouse	BACTERIUM1×2	★BACTERIUM1×3	——	——	——	——
128	Morgue B	FLYMAN1×1 BACTERIUM1×2	——	——	——	——	——
131	Anatomy Room	FLYMAN1×2 BACTERIUM1×1	FLYMAN1×2 BACTERIUM1×2	——	——	——	——
132	Garbage disposal room	RATMAN1×1 BACTERIUM1×2	——	——	——	——	——
135	Pathology Research Laboratory	MIXEDMAN1×1	——	——	——	——	——
139	13F Research Room	BACTERIUM1×2 MIXEDMAN1×1	——	——	——	——	——
140	Animal Research Laboratory	RATMAN1×1 MIXEDMAN1×1	——	——	——	——	——
141	Sperm Bank	RATMAN1×1 MIXEDMAN1×1	——	——	——	——	——
143	Rooftop	◎SPIDER-WOMAN1×1	——	——	——	——	——
146	Gondola B	◎SPIDER2×1	——	——	——	——	——

Pier 3 Warehouse

No.	Map name	A	B	C	D	AND	F
	Warehouse B, 151	◎RAT4×1	RAT4×1, SPIDER3×2	SPIDER3×2	SPIDER3×3	——	——
151	Warehouse B (Aerial Access)	SPIDER3×2	——	——	——	——	——
152	aisle	RAT4×1, SPIDER3×1	SPIDER3×2	——	——	——	——
157	Machine Room B	◎CRAB1×1	——	——	——	——	——

"China Town"

No.	Map name	A	B	C	D	AND	F
159	Chinatown B	CAT1×2	——	——	——	——	——
160	Chinatown C	POISON-SNAKE2×2 CAT1×1	——	——	——	——	——

Sewer 2

No.	Map name	A	B	C	D	AND	F
A	Sewer 2 (Horizontal passage)	FROG2×1	BAT1×2	——	——	——	——
B	Sewer 2 (Vertical Passage)	FROG2×1	BAT1×2	——	——	——	——
C.	Sewer 2 (Crossroads)	POISON-SNAKE2×2 BAT1×1	POISON-SNAKE2×2 BAT1×2	BAT1×3	BAT1×4	——	——
174	Sewer 2L	BAT1×1	——	——	——	——	——
176	Pump Station (After the Movie)	◎ALLIGATOR2×2	——	——	——	——	——
179	Sewer Tunnel	BAT1×2	——	——	——	——	——

subway

No.	Map name	A	B	C	D	AND	F
186	Tunnel A	MOLE1×1	——	——	——	——	——
187	Tunnel B	BAT1×2, MOLE1×1	——	——	——	——	——
188	Tunnel C	◎CENTIPEDE1×1	——	——	——	——	——

"American Museum of Natural History

No.	Map name	A	B	C	D	AND	F
202	Fossil Excavation Room	CHAMELEON1×1 TROODON1×2 ARMADILLO2×1	CHAMELEON1×2~3 TROODON1×1	CHAMELEON1×2~3 ARMADILLO2×1~2	CHAMELEON1×3	TROODON1×2 ARMADILLO2×1	TROODON1×3
	Fossil Exhibition Room A, Room 203	CHAMELEON1×2	CHAMELEON1×2 TROODON1×1	CHAMELEON1×2 TROODON1×1 ARMADILLO2×1	CHAMELEON1×2 ARMADILLO2×1	TROODON1×1 ARMADILLO2×1~2	TROODON1×2
	Fossil Exhibition Room B, Room 204	CHAMELEON1×1 TROODON1×1	CHAMELEON1×1 TROODON1×1 ARMADILLO2×1	CHAMELEON1×2 TROODON1×1	TROODON1×1 ARMADILLO2×1	TROODON1×2	ARMADILLO2×2
207	T-REX Room B (After Unlocking)	◎T-REX×1	——	——	——	——	——
208	Rainforest Room	CHAMELEON1×1	CHAMELEON1×2	——	——	——	——
210	1F Hidden Room	TROODON1×2	PTERODACTY2×1	ARMADILLO2×3	——	——	——

212 SCORPION Room	◎SCORPION1×1	—	—	—	—	—
214 Giant Canoe Room	CHAMELEON1×1 ARMADILLO2×2	CHAMELEON1×2 TROODON1×1	TROODON1×1 ARMADILLO2×2	TROODON1×2	ARMADILLO2×2	—
215 Mask Room	CHAMELEON1×3	TROODON1×1 ARMADILLO2×2	TROODON1×2	—	—	—
217 Stone Face Statue Room (After the Event)	◎ARMADILLO1×3	—	—	—	—	—
219 2F Hall	TROODON1×1 SCORPION2×1	TROODON1×2 PTERODACTY2×1	TROODON1×3	—	—	—
222 Pteranodon Room	CHAMELEON1×1 TROODON1×2	CHAMELEON1×3	TROODON1×2	PTERODACTY2×1	—	—
223 Small Dinosaur Room A	TROODON1×1 PTERODACTY2×1 ARMADILLO2×1	PTERODACTY2×1 ARMADILLO2×2	—	—	—	—
225 Small Dinosaur Room B	SCORPION2×1	—	—	—	—	—
226 Shop	CHAMELEON1×2	CHAMELEON1×3	—	—	—	—
227 2F Corridor	PTERODACTY2×1 ARMADILLO2×1	ARMADILLO2×3	—	—	—	—
228 Rest Hall	TROODON1×2 PTERODACTY2×1	PTERODACTY2×1 SCORPION2×1	—	—	—	—
232 rest area	CHAMELEON1×1 ARMADILLO2×2	CHAMELEON1×2	CHAMELEON1×2 TROODON1×1	CHAMELEON1×2 ARMADILLO2×1	TROODON1×2	ARMADILLO2×2~3
233 Gem and Mineral Room	TROODON1×1	TROODON1×2	ARMADILLO2×2	ARMADILLO2×3	—	—
238 3F Hall (after cancellation)	CHAMELEON1×2 TROODON1×1	CHAMELEON1×3	TROODON1×2~3	TROODON1×2 ARMADILLO2×1	ARMADILLO2×2~3	—
239 Stegosaurus Room	CHAMELEON1×1 ARMADILLO2×1	CHAMELEON1×1 ARMADILLO2×2	ARMADILLO2×2	—	—	—
241 Barosaurus Room	TROODON1×1 ARMADILLO2×2	TROODON1×2	PTERODACTY2×1	—	—	—
243 3F Corridor	CHAMELEON1×2 TROODON1×2	CHAMELEON1×3	CHAMELEON1×3 TROODON1×1	PTERODACTY2×1	—	—
244 Mitochondria Room	◎PTERODACTY1×1	—	—	—	—	—
245 DNA Room	CHAMELEON1×2 ARMADILLO2×1	CHAMELEON1×3	TROODON1×1 ARMADILLO2×2	—	—	—
246 Triceratops Room	◎TRICERATOPS1×1	—	—	—	—	—
248 Medium Dinosaur Room	TROODON1×1 PTERODACTY2×1 ARMADILLO2×1	TROODON1×2 ARMADILLO2×1	TROODON1×3	PTERODACTY2×1 ARMADILLO2×2	—	—
249 Evolution Room	TROODON1×1	TROODON1×2	ARMADILLO2×2	ARMADILLO2×3	—	—
250 Human Body Room	CHAMELEON1×1	CHAMELEON1×1 TROODON1×1	TROODON1×1	TROODON1×2	—	—

■ In front of the Statue of Liberty (Liberty Island)

No.	Map name	A	B	C	D	AND	F
255	In front of the Statue of Liberty	◎Eve - 4th & Final Form	—	—	—	—	—

■ cruiser

No.	Map name	A	B	C	D	E	F
256	Aft Deck	◎Perfect body · 1st~4th form	—	—	—	—	—

EX The mystery of ROUND

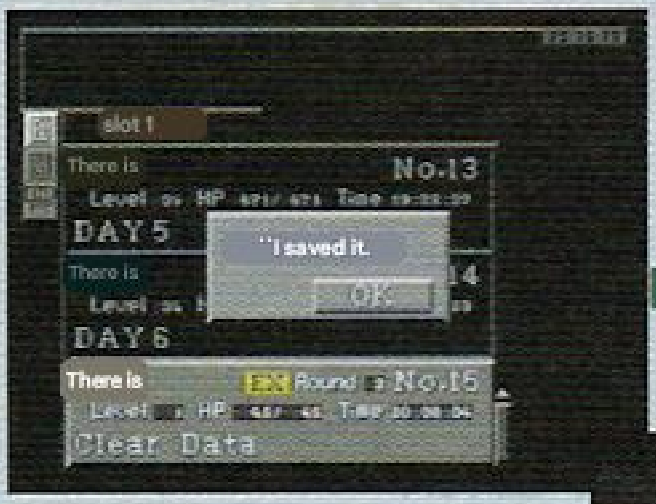
Just reaching the ending once does not mean you have fully understood "Parasite Eve." Aya's true battle begins after the ending. We will introduce the full story of this battle, called "EX ROUND."

How to enter EX ROUND?

Simply put, EX ROUND refers to the second round or later, and can be entered in the following ways.

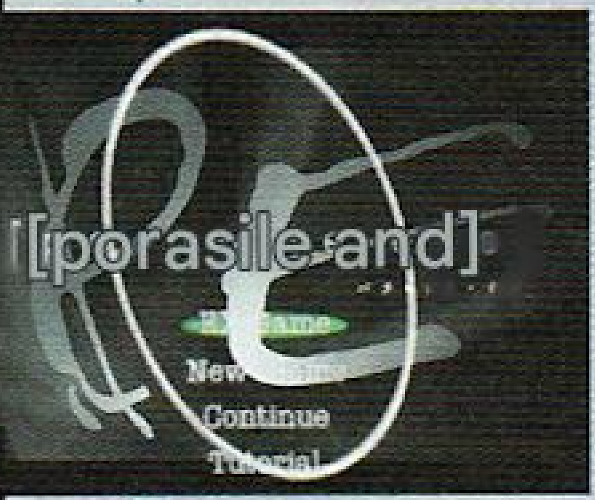
First, when you clear the game, a save screen will appear after the ending credits. If you save your data to a memory card here, a file named "Clear Data" will be created. If you insert the memory card with that file recorded into the slot, the words "EX Game" will appear on the title screen. Select it and select "Clear Data" on the load screen to start the EX ROUND.

The EX ROUND doesn't end with just the first round (= the second round); after ROUND 2, you can continue with ROUND 3, 4, etc. using the same procedure. You can tell which round you're on at the save screen.

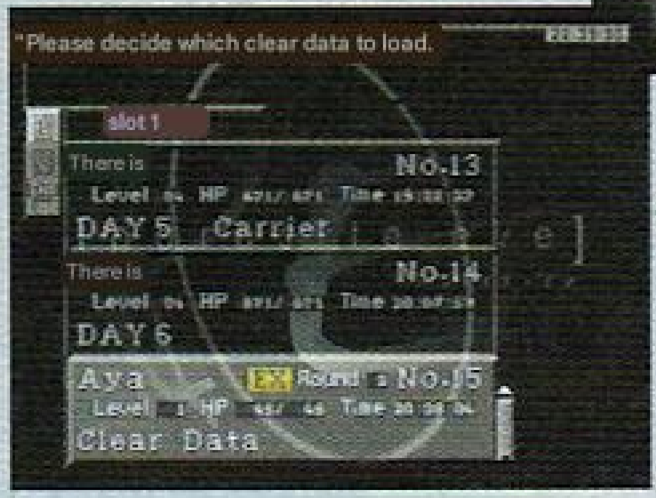

slot 1
There is
No.13
Level HP Time
DAY 5
There is
DAY 6
There is
EX Round
No.15
Level HP Time
Clear Data
OK

"I saved it.

◆Save after the ending and create clear data.


[parasite eve]
EX Game
New Game
Continue
Tutorial

◆Then, "EX Game" will appear on the title screen.



"Please decide which clear data to load.

slot 1
There is
No.13
Level HP Time
DAY 5 Carrier
There is
No.14
Level HP Time
DAY 6
Aya
EX Round
No.15
Level HP Time
Clear Data

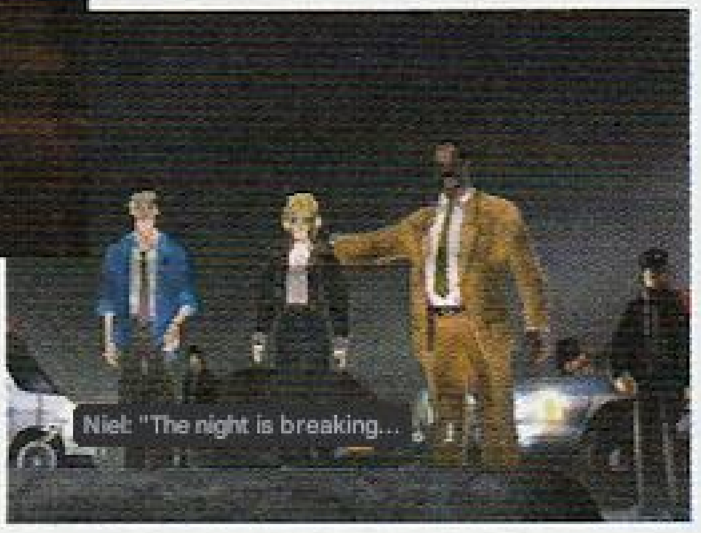
◆Select it and start to enter EX ROUND.

EX POINT 1 The storyline is the same as the first playthrough

Even in EX ROUND, the story basically unfolds the same as the first playthrough (first playthrough). If you proceed through the game in the same way, you will start with the incident at Carnegie Hall, go through the battle with the perfect form on Day 6, and reach the ending (the ending this time is also exactly the same as the first playthrough). There are no changes to the items placed on the map, so if you just end the game normally, you won't get lost.

Aya: "It's fine, just run away!"

◆The story will not change just because it is now EX ROUND.



Niel: "The night is breaking...

The story ends with a mystery unsolved, and the ending is the same as the first playthrough.

However... (→P.261).

EX POINT 2 You can now explore the Chrysler Building

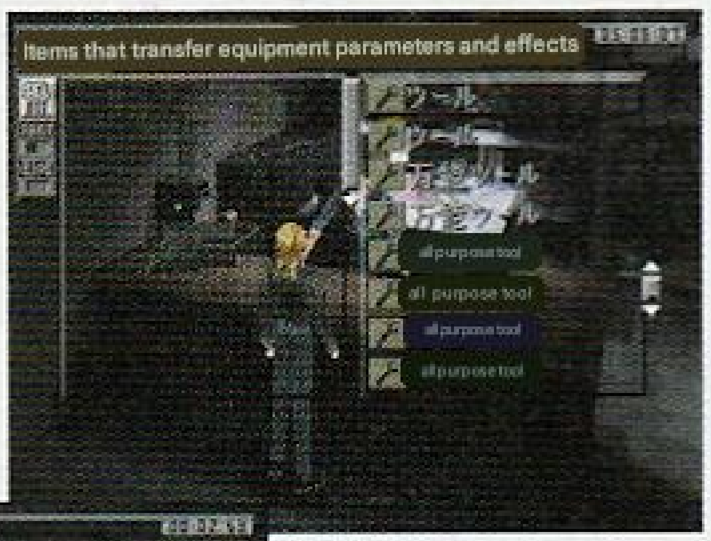
See page 260 for explanation.

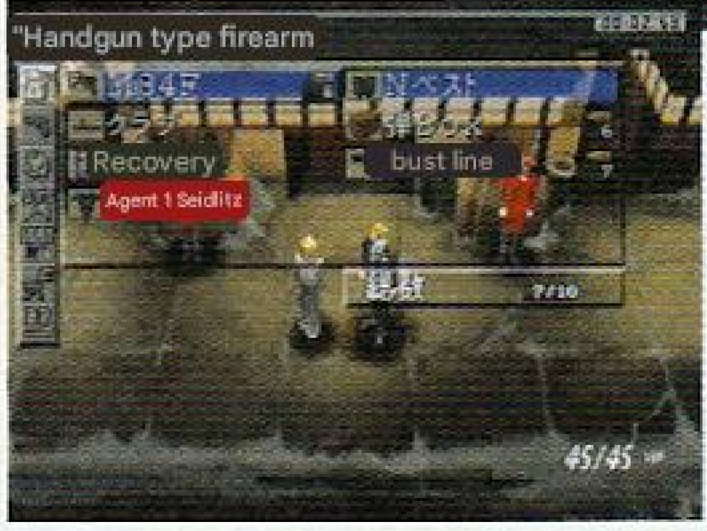
EX POINT 3 Items can be carried over

There is a way to carry over the items you obtained in the first playthrough to the EX ROUND. Specifically, the equipment and items stored in the police station warehouse will remain stored even when you enter the EX ROUND. However, items with the "SP" mark (excluding the Chrysler Key obtained in the EX ROUND) will disappear even if you have stored them.

On the other hand, the equipment and items Aya had during the battle with the Perfect Form cannot be carried over to the EX ROUND. The only exception is weapons and armor named by Wayne (such as the cruiser in Day 6) that can be named. They can be equipped from the start of the EX ROUND. Incidentally, even if you exit the name input screen without changing the name, the equipment will be carried over.

➡It's a good idea to store valuable items such as tools in a warehouse.

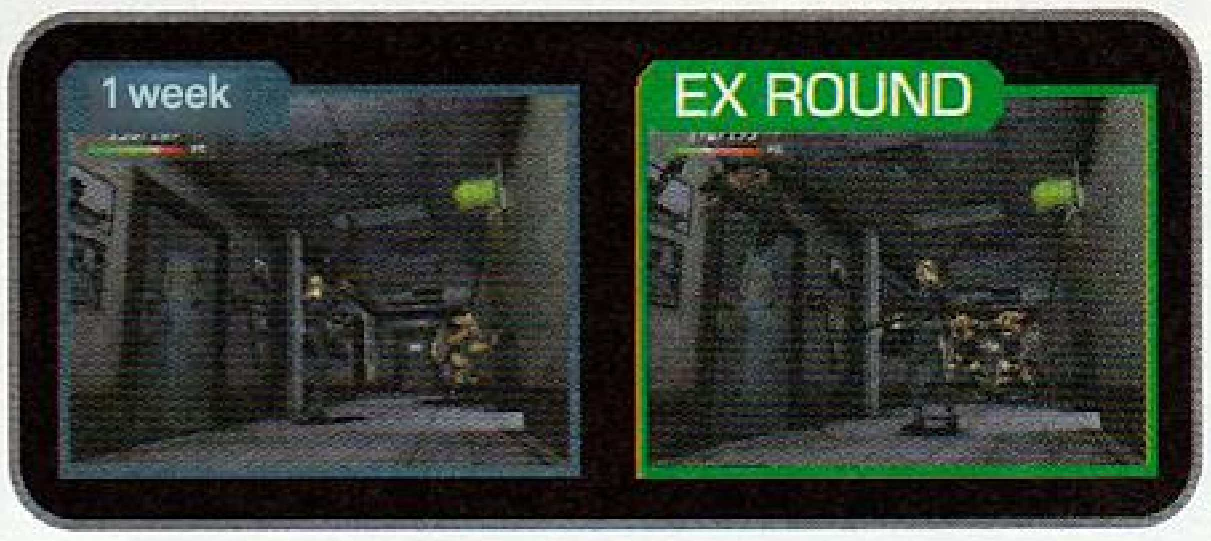

Items that transfer equipment parameters and effects
all purpose tool
all purpose tool
all purpose tool
all purpose tool


"Handgun type firearm
Recovery
bust line
Agent 1 Seidlitz
45/45

◆Equipment with renamed names can be carried over even if it is not stored in the warehouse.

EX POINT 4 NMC emerges stronger

Perhaps because you can use powerful equipment from the beginning of the game, the difficulty of battles in EX ROUND is high. The HP, attack power, and defense power of the enemy NMC are 1.4 times higher than in the first round (it remains at 1.4 times from ROUND 3 onwards). Also, even if you encounter them in the same place, the number of NMCs will often have increased (see the photo on the right). If you're not careful, you'll have a hard time.

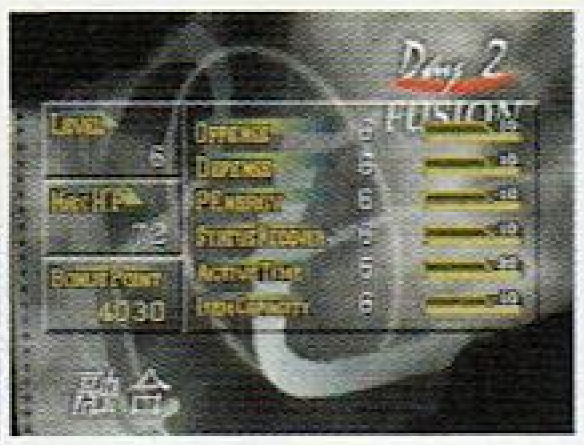

1 week
EX ROUND

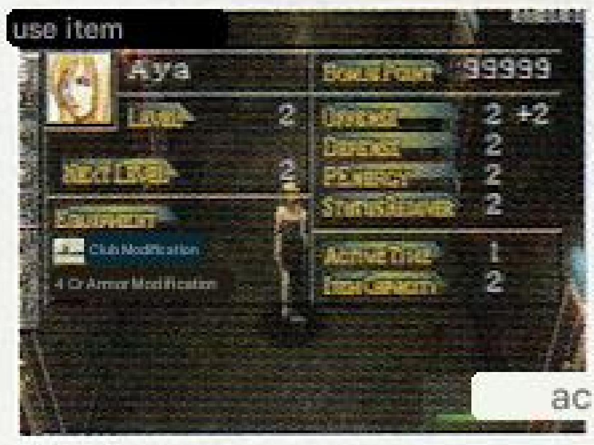
EX POINT 5 Bonus points at the end of each day

In EX ROUND, in addition to leveling up, bonus points are added each time a day in the story is completed. As shown in the table on the bottom right, the points you can earn when clearing a round are determined for each day, and a total of 10,000 points will be added by the time you finish that round. Incidentally, you will also receive 3,000 bonus points immediately after clearing the first round. When clearing a day

Unlike the bonus points you receive when you level up, these bonus points will not decrease even if you are attacked by an enemy. Any unused bonus points can be carried over to the next ROUND. Also, any bonus points you earn by defeating NMCs after your last level up before clearing Day 6 will be added together when you level up for the first time in the next ROUND.

◆Bonus points are added on the title screen each day.


Day 2
FUSION
4030
融合


use item
Aya
99999
Club Modification
4 Cr Armor Modification

◆If you leave it unused, it can accumulate up to 31/56 99999.

Bonus points earned at the end of each day

1 week		EX ROUND
0	Day 1	800
0	Day 2	1200
0	Day 3	2000
0	Day 4	2000
0	Day 5	3000
3000	Day 6 (End of game)	1000

Final battleground

Chrysler Building

Complete strategy

Carnegie Hall
N.Y.P.D. 17
Chrysler BLDG.

In the EX ROUND, the Chrysler Building suddenly becomes available for exploration. While it may seem completely unrelated to the main storyline, in fact, you need to conquer this building to unravel the biggest mystery in the game.

MAP Random map that changes every time you enter

The Chrysler Building can be entered at any time from the panoramic map starting from Day 2 of EX ROUND. Like the actual building, it has 77 floors, with enemies appearing on floors 2-70 and 77. Its greatest feature is that the maps on most floors change every time you enter the building. If you're on the same floor, the map will be the same while you're in the building, but if you exit and re-enter, the map will change (however, floors 1, 71-77, and floors where bosses appear will be the same map every time). Each floor is guaranteed to have at least one staircase leading up, one staircase leading down, one elevator, and one room with a treasure chest.

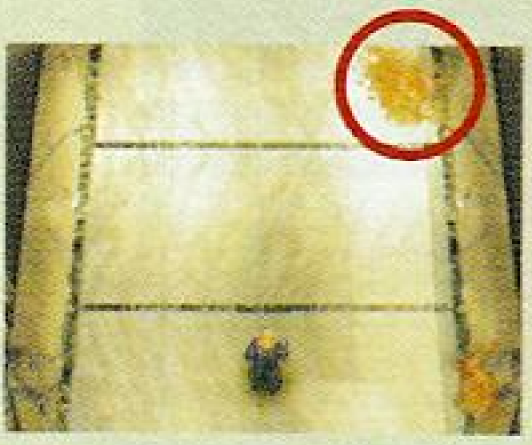
◆The inside of the building is a maze made up of passage parts (→P.262).

◆There is no phone, so you have to go outside if you want to save.

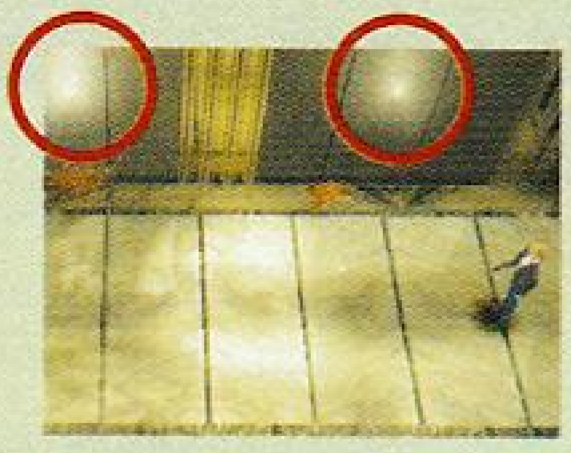
POINT! How to identify a dead end

The Chrysler Building map also has dead ends, but you have to scroll the screen to see where the passage is blocked by a wall.

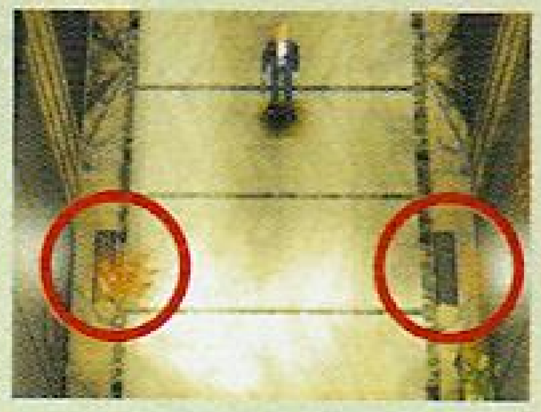
If you look carefully at the background CG, you can tell whether a passage is a dead end or not without scrolling the screen. Below are photos of passages that end in dead ends, along with tips on how to tell if a passage is a dead end. Be sure to remember this to reduce time loss.



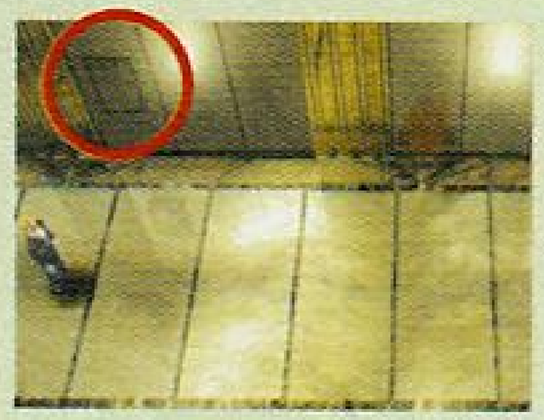
[Upwards] There is a pool of mucus at the right end of the passage.



[To the left] Two wall lights are visible.



[Downward] There are black blocks on both sides of the passage.



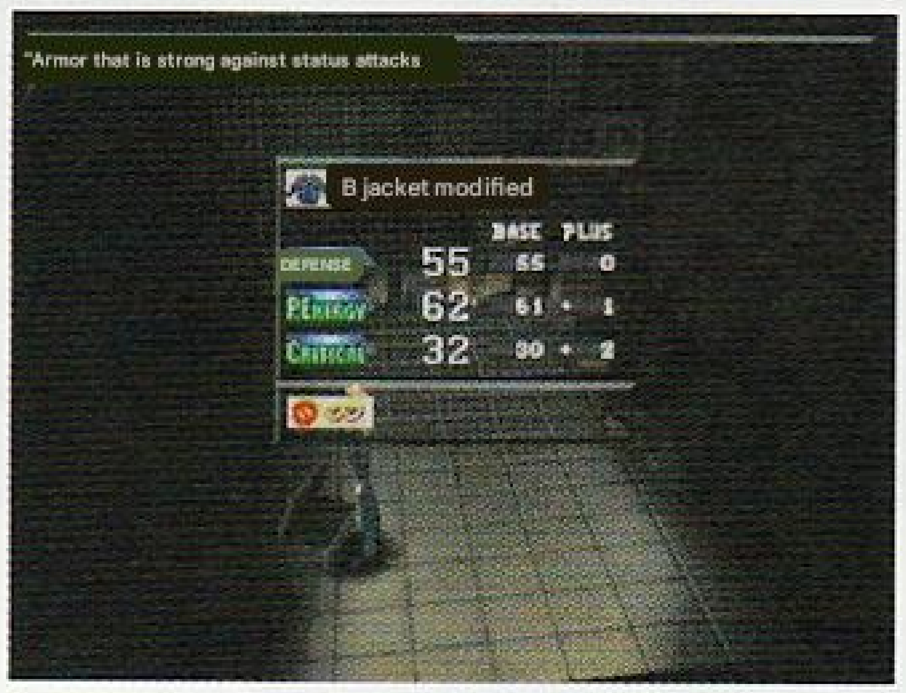
[To the right] There is a panel hanging on the wall.

ITEM Items that appear are determined in 10-floor increments

The appeal of the Chrysler Building is that you can get powerful equipment か that didn't appear on the first playthrough. The items that can be obtained in the rooms of the building are determined by blocks of 10 floors (9 floors for floors 2-10 only), such as floors 2-10, 11-20, etc. There are 10 combinations available within each block (9 for floors 2-10 only), and when you enter the building for the first time, a shuffle of which combinations appear on which floors is performed for each block. The value of a specific strengthening item, from +1 to +4, is determined by the probability shown in the table on the right.

Probability of determining
positive values for strengthening items

plus number	probability
+1	53%
+2	27% +3 +4
7%	13%


"Armor that is strong against status attacks

B jacket modified

		BASE	PLUS
DEFENSE	55	55	0
PE.ENERGY	62	61 +	1
CRITICAL	32	30 +	2

◆You can obtain all items even if you change the order of acquisition. However, there are some treasure chests that will lead to a battle with enemies when opened.

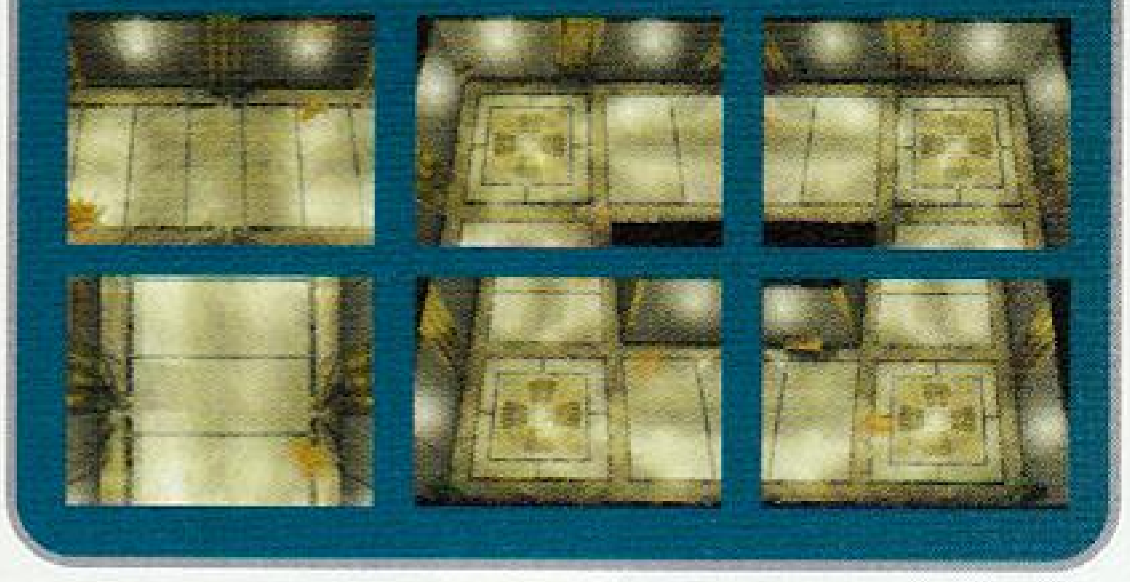
NMC Further strengthened NMCs appear

In the Chrysler Building, you'll fight against enhanced versions of the NMCs that appeared in the first round, as well as a completely new species of NMC (each enemy has its own special ability value, and HP etc. will not be multiplied by 1.4 just because it's an EX ROUND). Enemies can only be encountered in the six terrains on the right and in rooms. As with Sewers 2, the encounter rate shown in the table on the right is set for each terrain, and the probability decreases as the number of times you've wiped out enemies in that terrain increases (0 (However, the decrease in encounter rate is reset every 10 floors.) The type of NMC that appears is fixed every 10 floors, but enemies from other floors may appear within the room.

Change in encounter rate

*Number of times enemies were annihilated in that terrain	Encounter rate
times 1	50%
time	30%
2 times	25%
3 times or more	7%

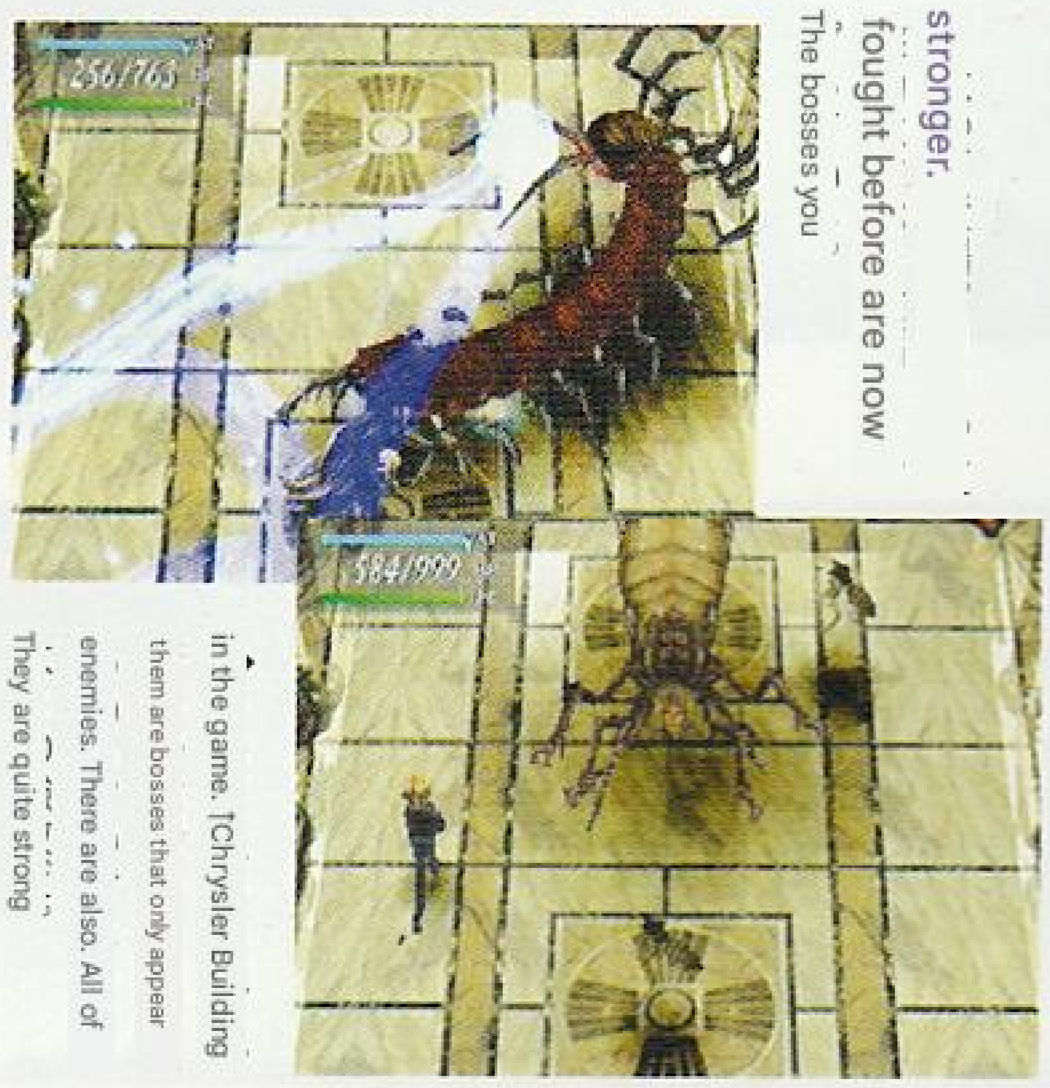
NMC encounter terrain:



BOSS There are seven bosses in total, and on the top floor...

On floors that are multiples of 10, such as the 10th and 20th floors, there is a large lobby where you cannot proceed to the upper floors unless you defeat the boss waiting there. Defeating the boss will give you an item called the "Chrysler Key n (n is a number between 1 and 7)." With this item, you can take the elevator to any floor from the 1st floor up to the floor where you obtained the key (and NMCs will no longer appear on floors below where you defeated the boss). Then, on the top floor, the 77th floor, you will enter a battle with the final enemy. If you win, you will be able to see the ending exclusive to EX ROUND.

By the way, items picked up from treasure chests in rooms and bosses defeated will not respawn in the next round. This means that even if you are in the middle of exploring a building and move on to the next round, you can continue exploring from that point.



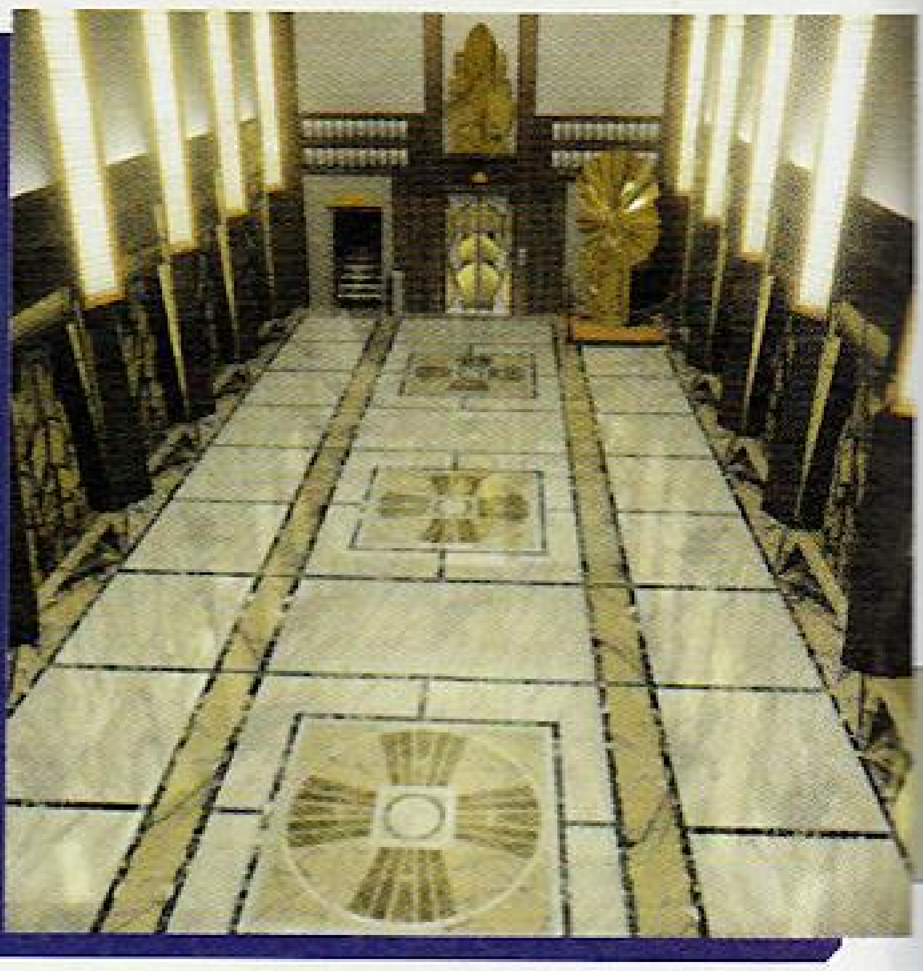
The bosses you fought before are now stronger.

They are quite strong enemies. There are also. All of them are bosses that only appear in the game. ↑Chrysler Building

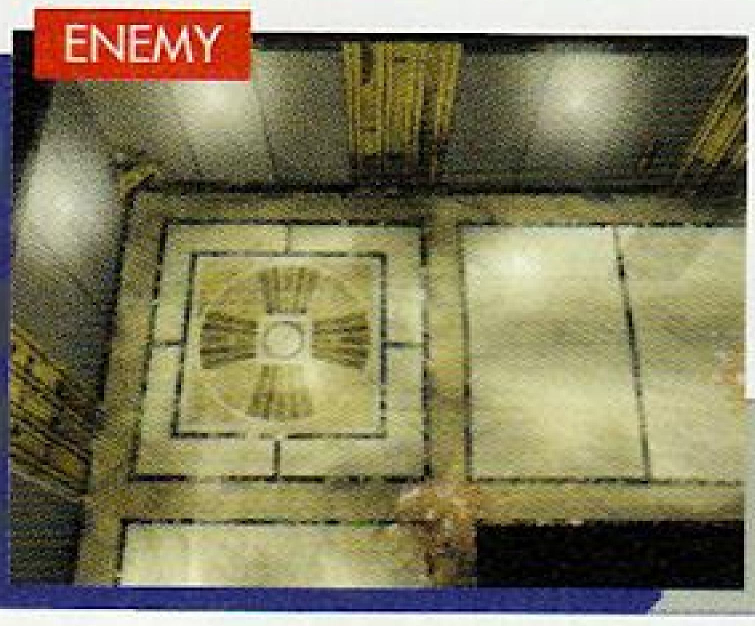
Chrysler Building

All MAP parts introduction

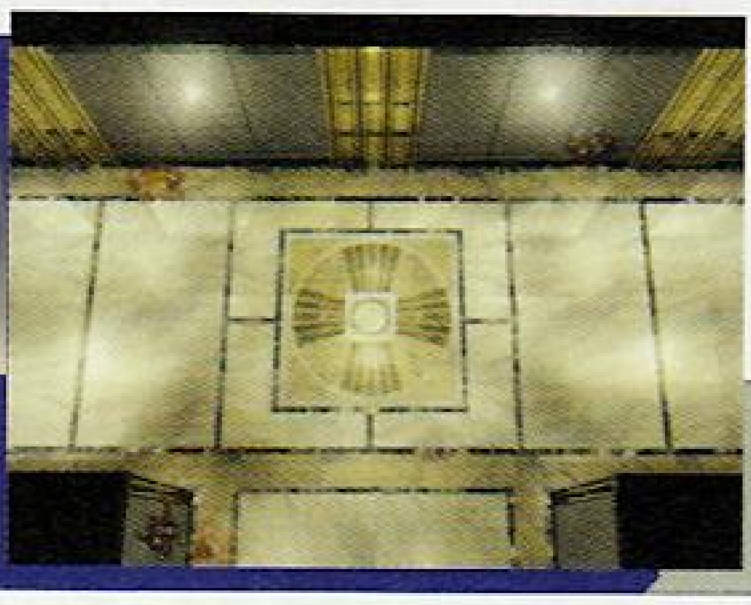
Let's take a look at all the background CG used in the Chrysler Building. By combining these parts, a huge building dungeon is generated.

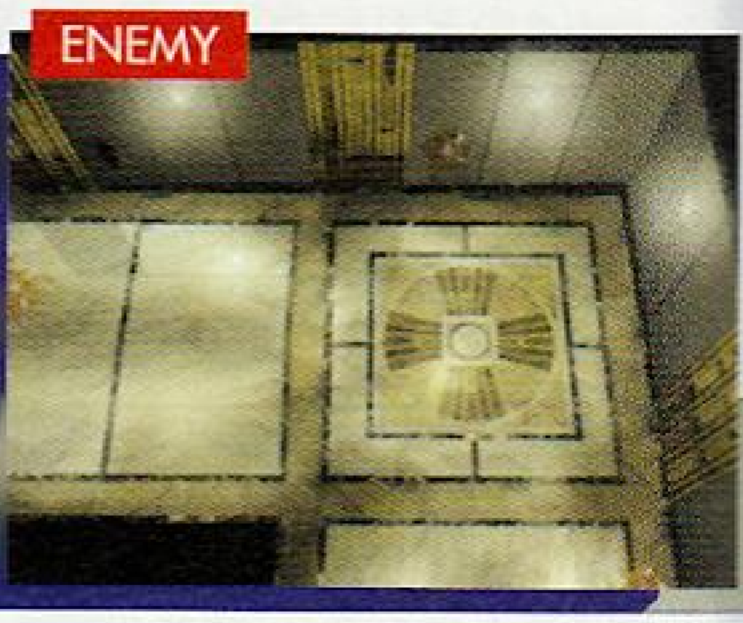

1F entrance hall

ENEMY → NMC encounter terrain

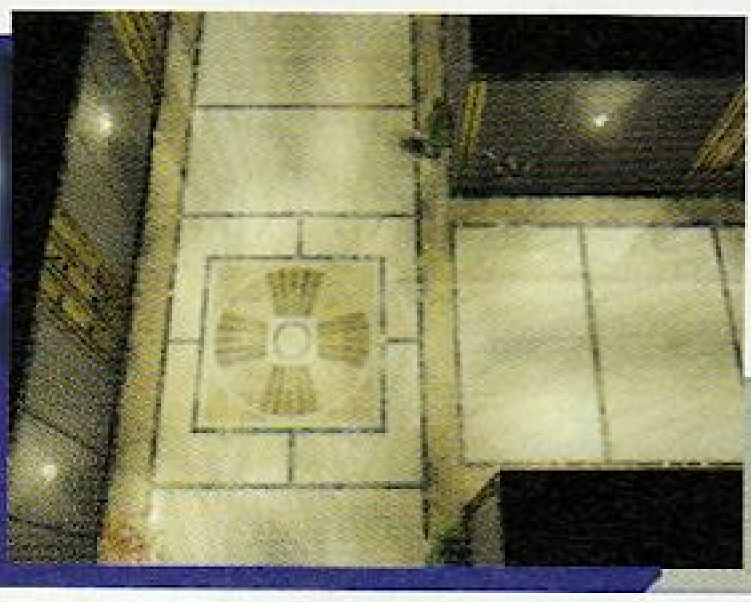


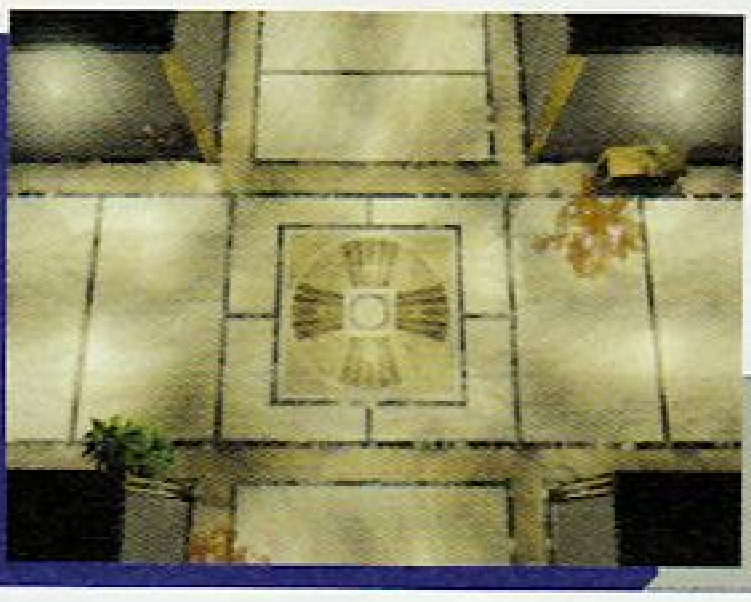
Corner, bottom right

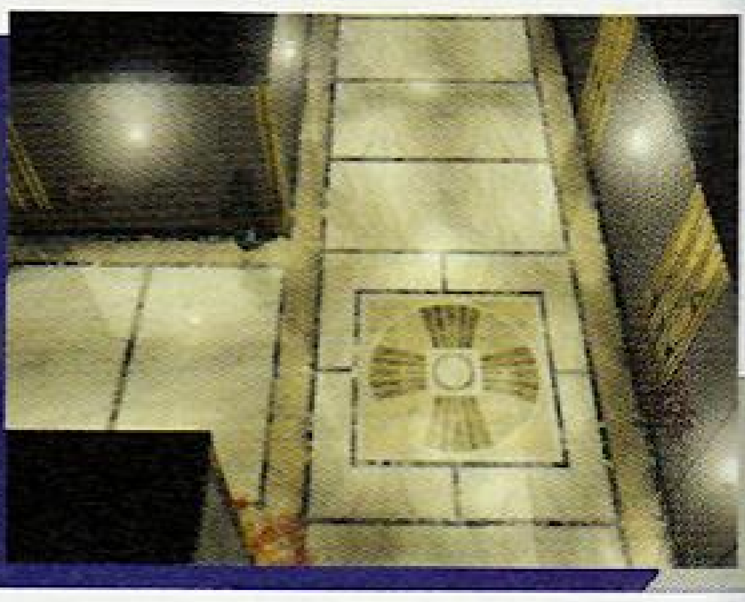

T-shaped road, exit

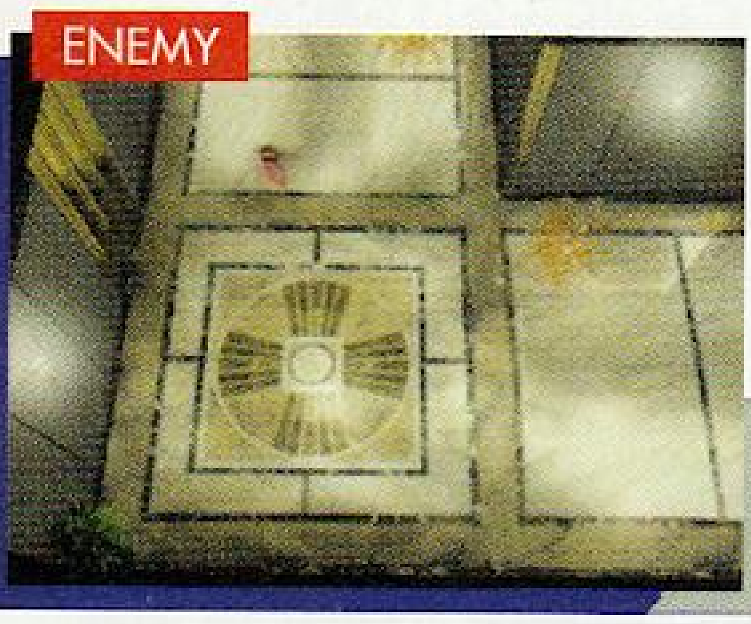


Corner, bottom left

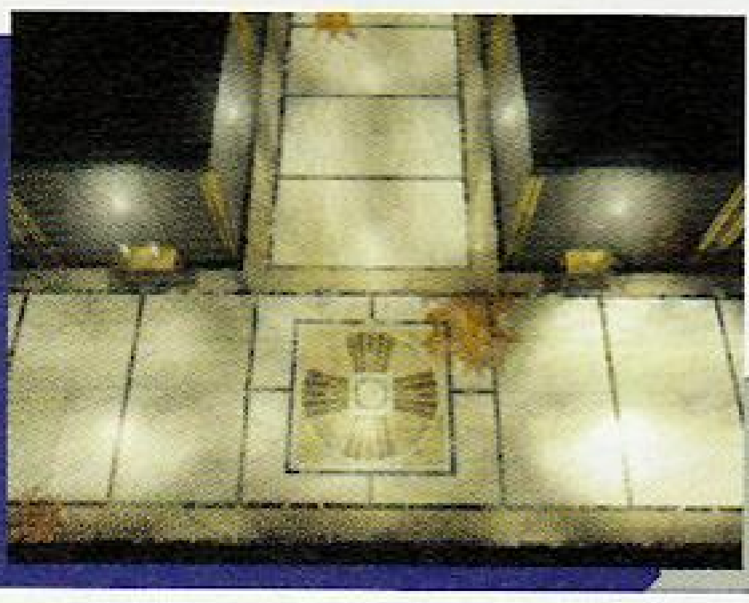

T-shaped road, right

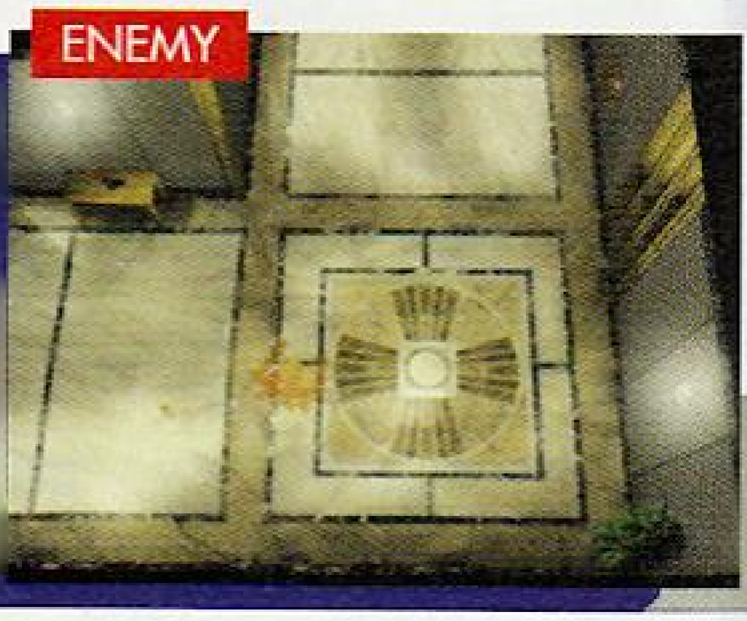

crossroads


T-shaped road, left

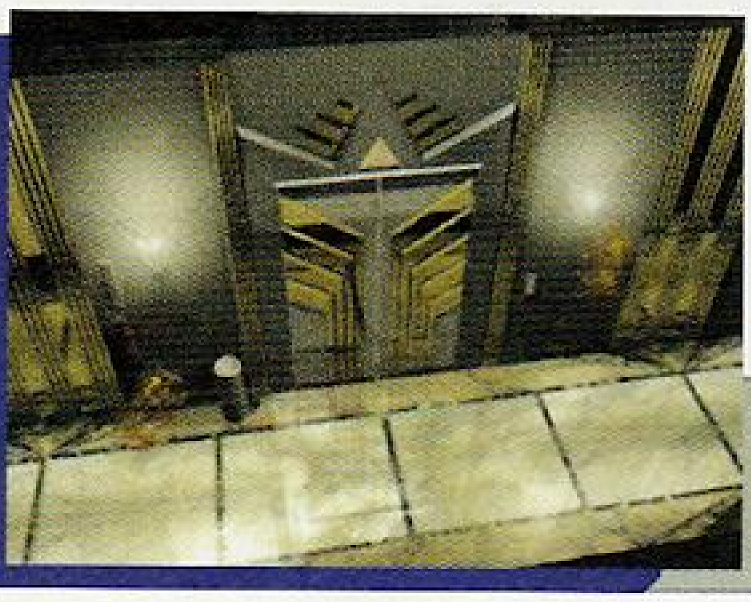


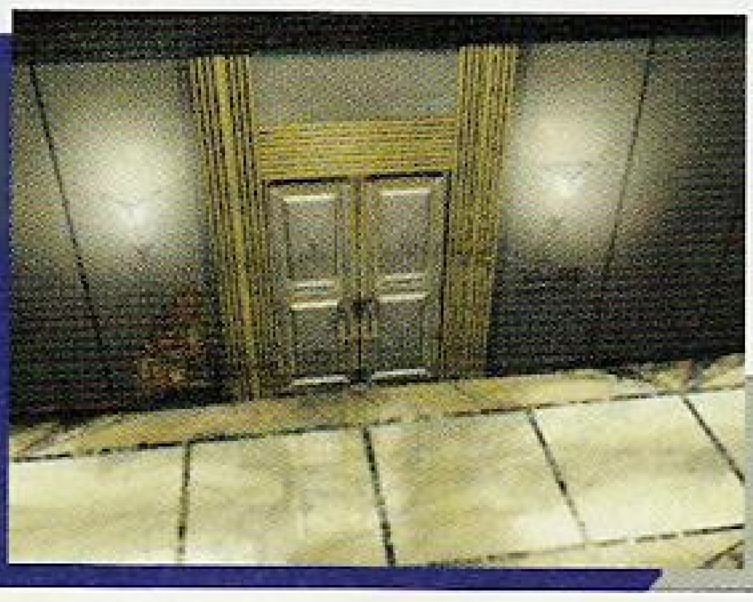
Turning corner/upper right

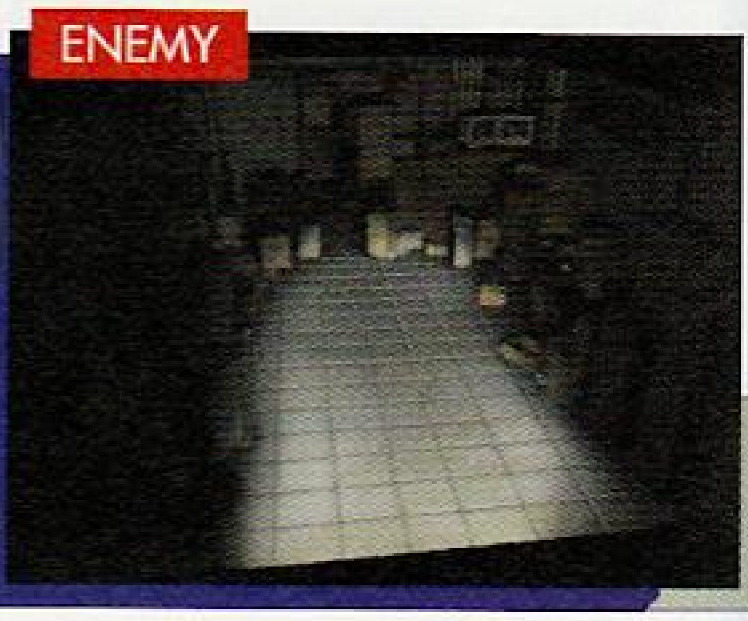

T-shaped road, on



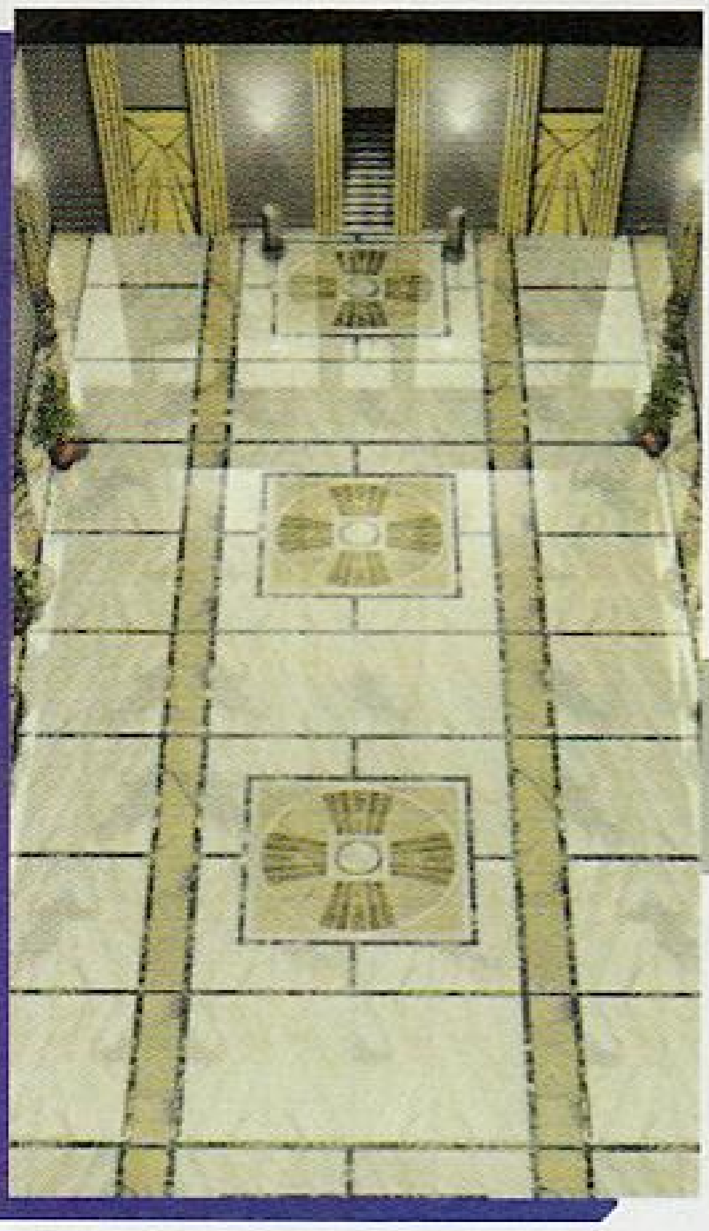
Corner, upper left

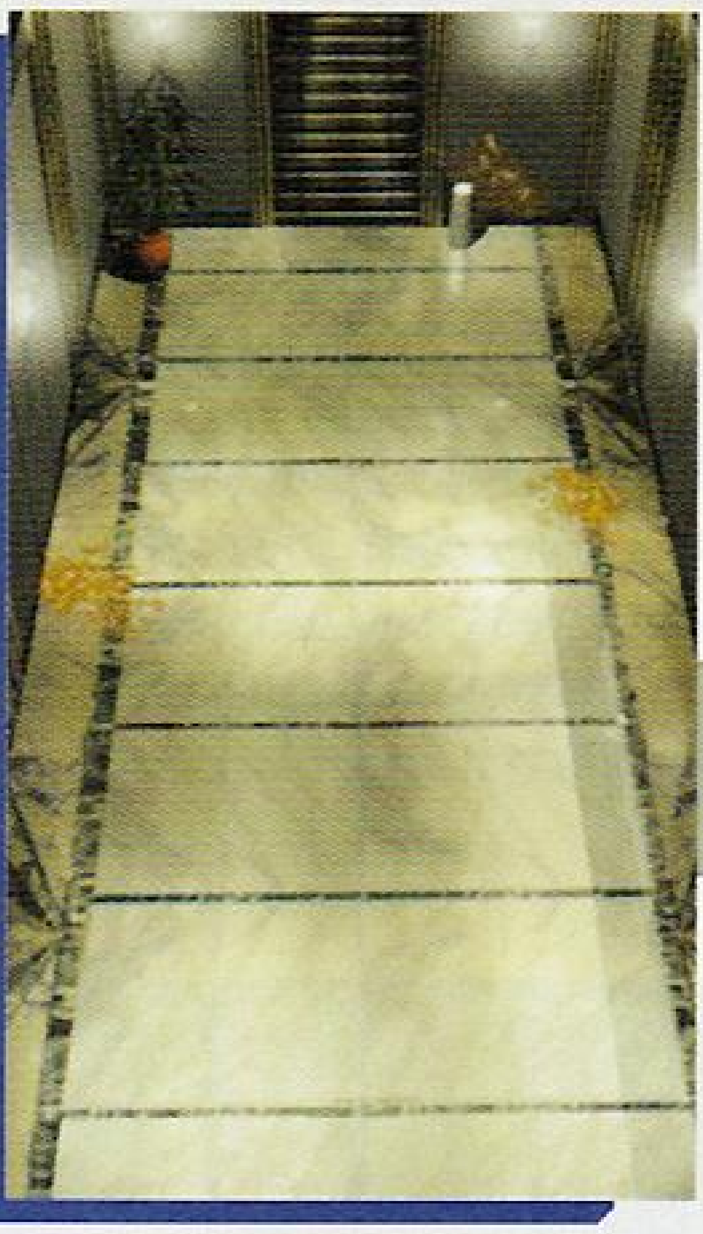

In front of the elevator

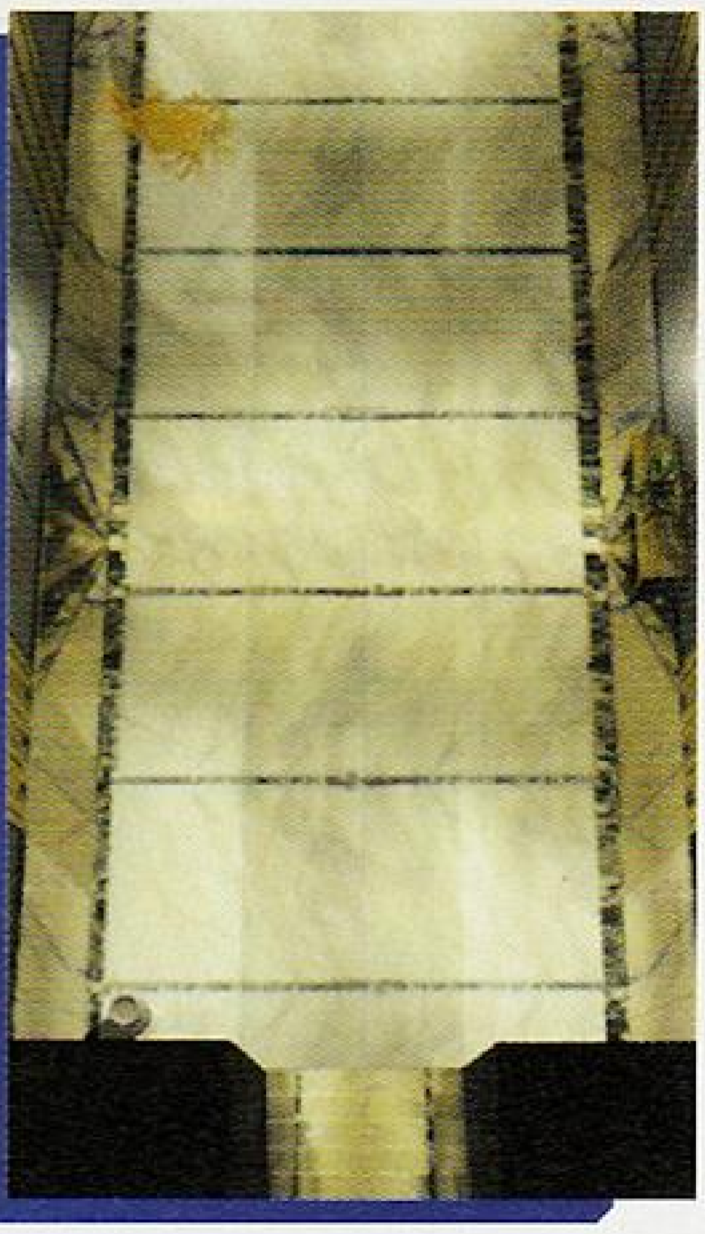

In front of the room

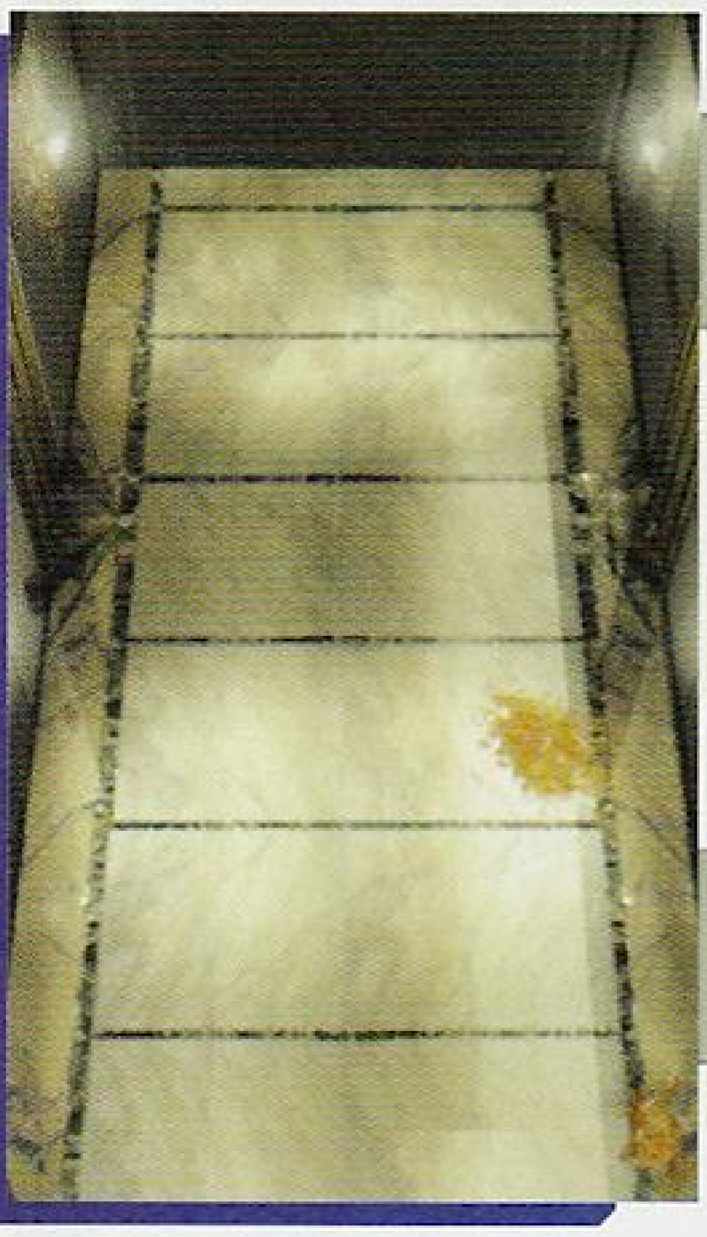


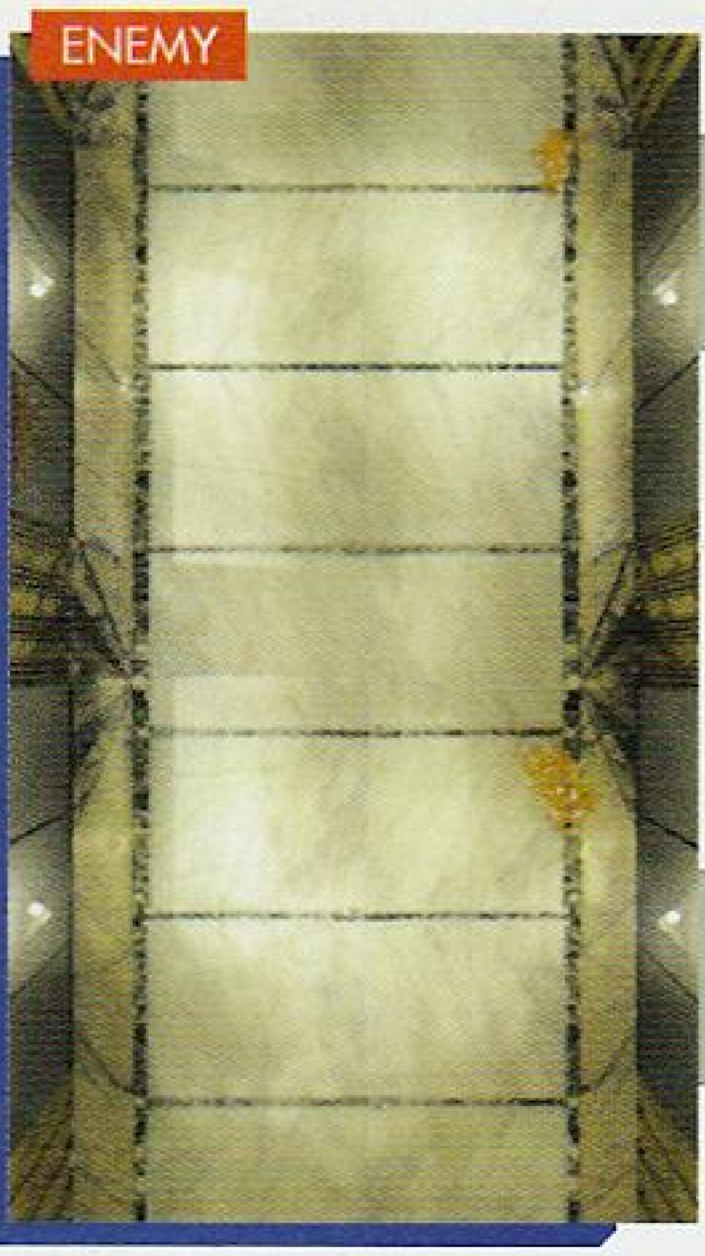
Inside the room


boss area

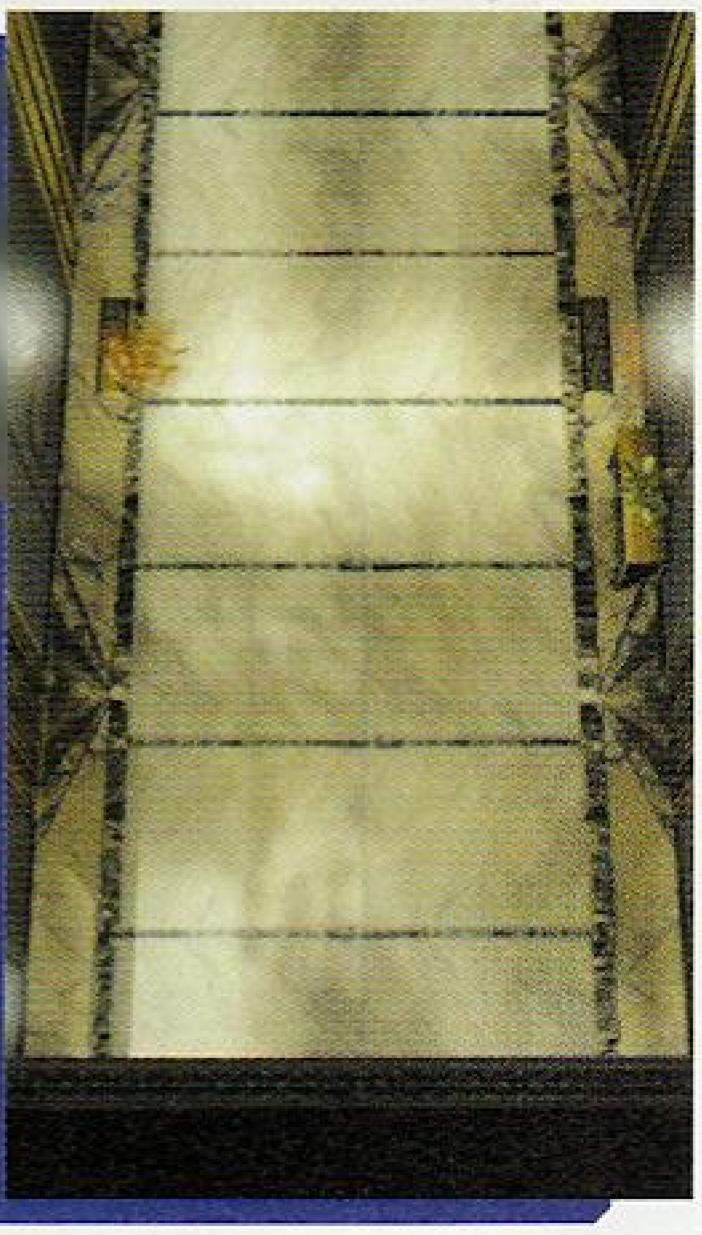

up stairs

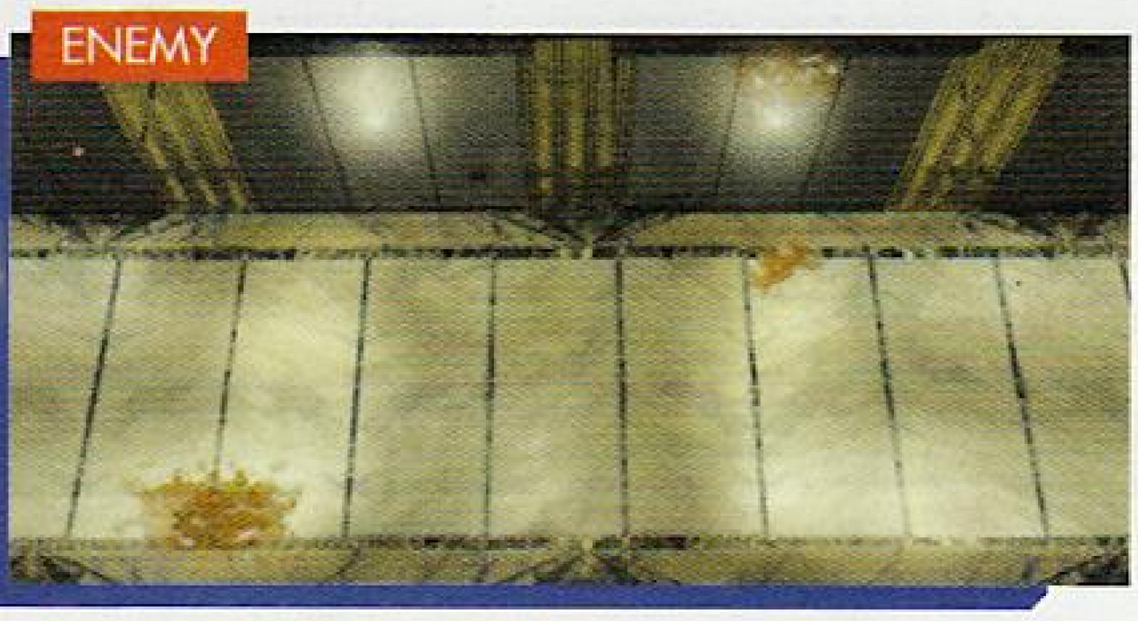

descending stairs


Dead end/top •

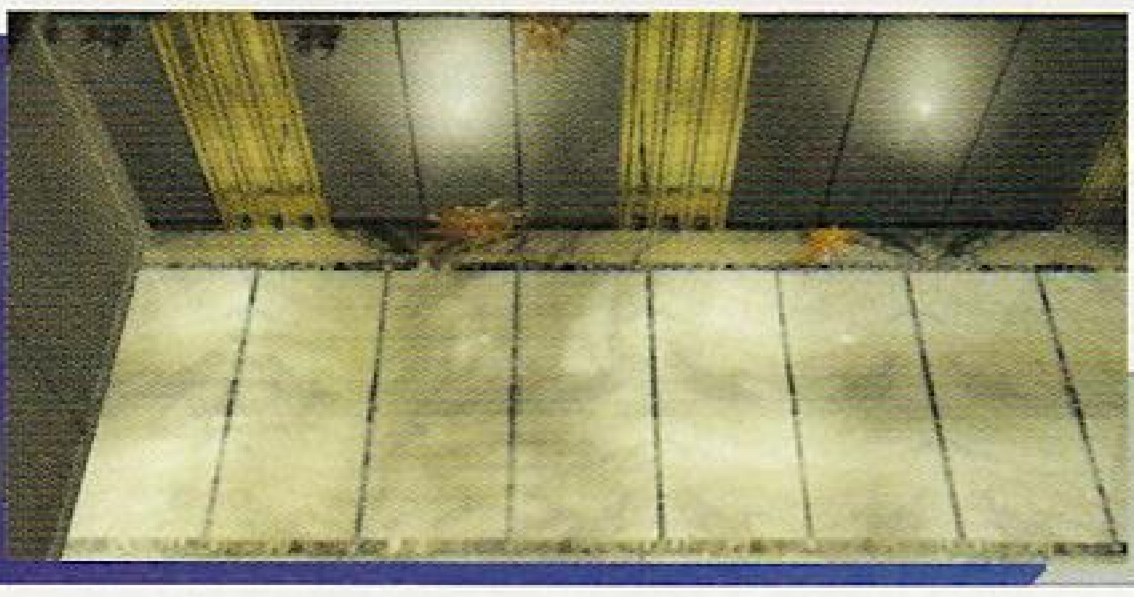


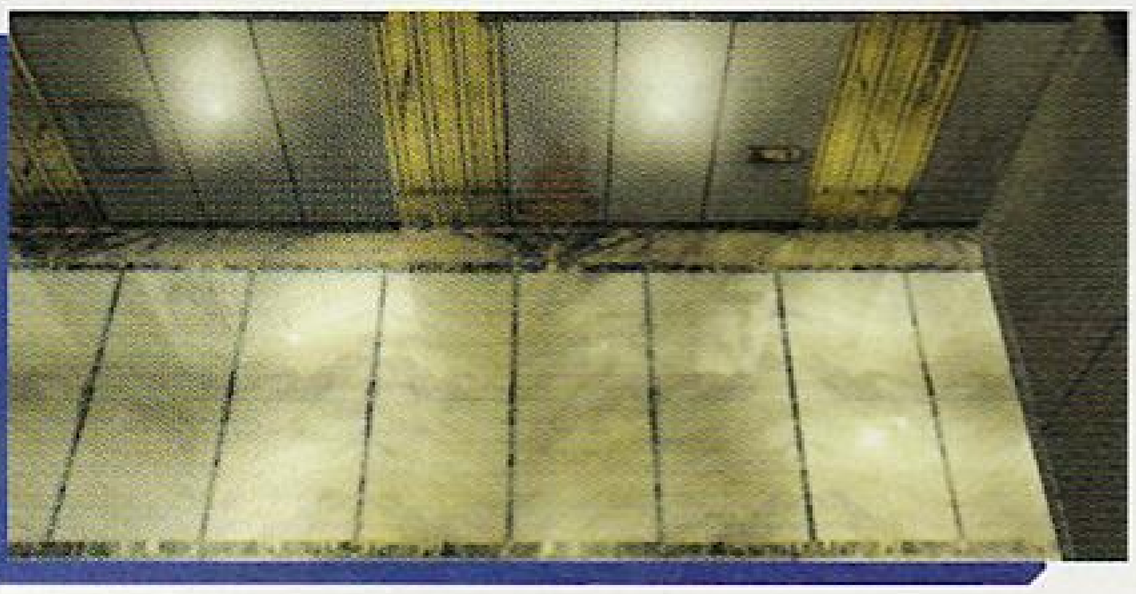
Upper and lower passage


Dead end/bottom



left and right passage


Dead end/left •


Dead end/right

2~10F

Chrysler Building Part 1

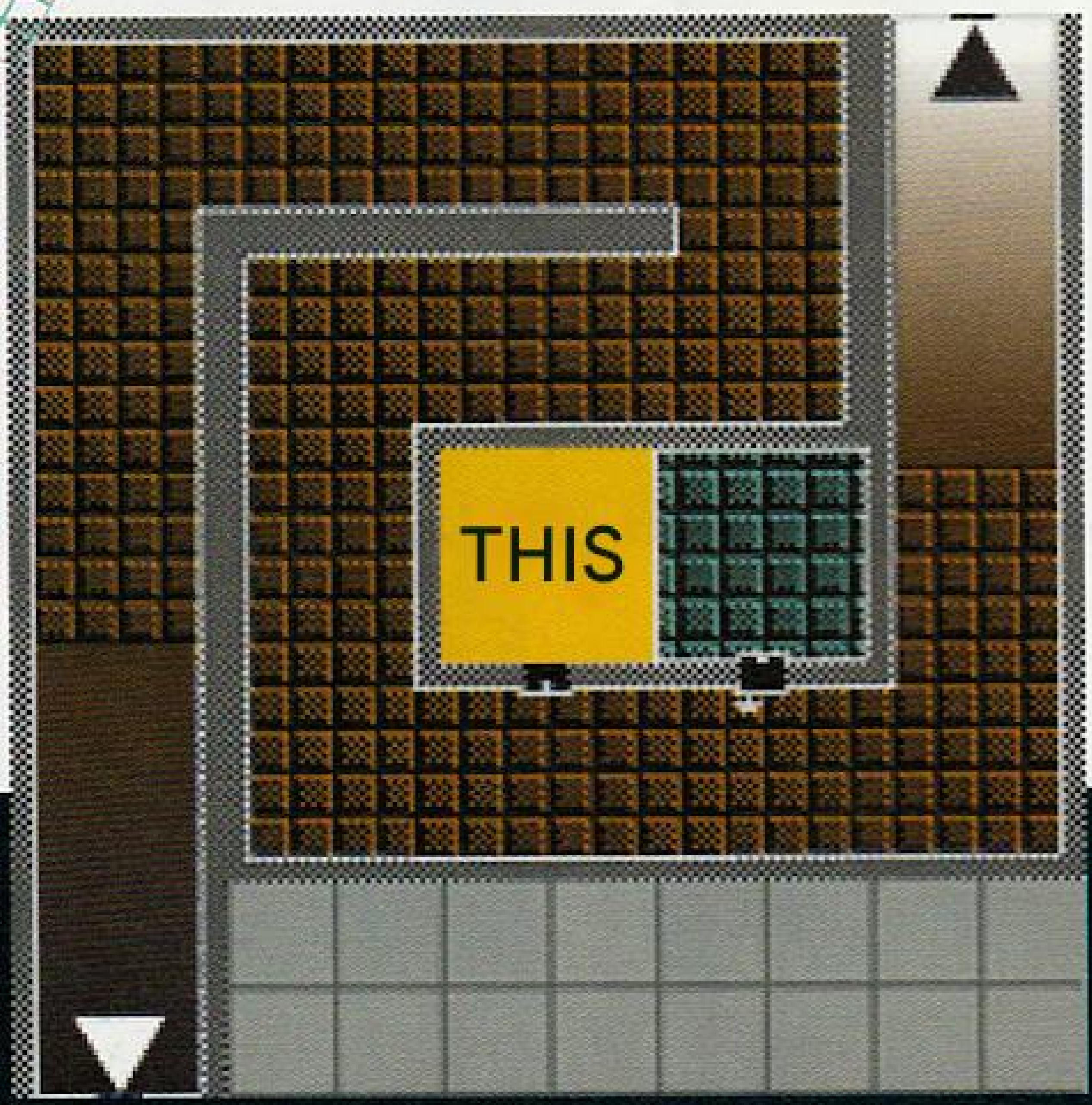
Since this is the first block, the enemies are not very strong and many of them are susceptible to Tranquil. However, to safely explore, Aya should be around level 12 (depending on the strength of her equipment). Since the EXP gained from battles is minimal, it is not a good idea to try to raise her level here.

BOSS SPIDER-WOMAN2

*An improved version of the boss in the hospital. The attack power of "Flame Bullets" has been increased.

See page 136 for tips.

MAP 10F



How to view the map

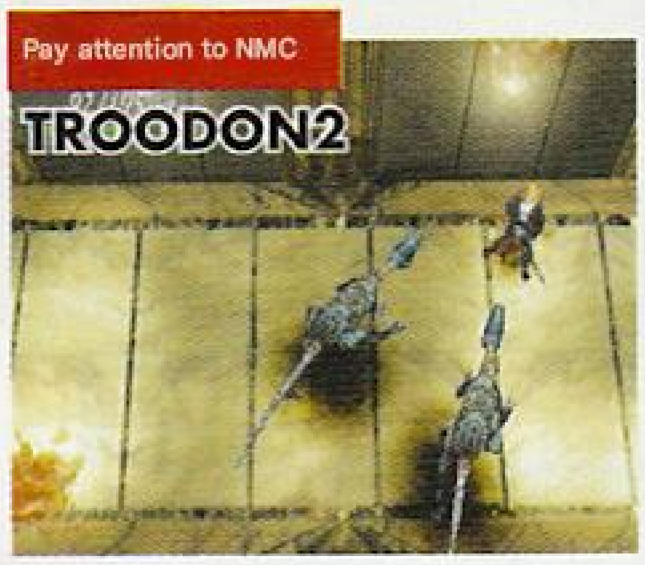
One screen in the game is 2x2 squares, but the only part with a descending staircase is 2x4 squares wide. "▲" represents an ascending staircase, "▼" represents a descending staircase, light blue areas represent rooms, and EV represents an elevator. The boss appears just before the ascending staircase.

NMC

NMC appears

●RAT5	(→P.92)
●CROW3	(→P.100)
●BAT2	(→P.118)
●TROODON2	(→P.121)

Pay attention to NMC



◆They are fast and have high attack power. You'll want to deal with them quickly.

See page 121 for tips.

WHO

Since there are no rooms on the first floor, there are only nine possible combinations of items, but you can obtain many strengthening items. The M1911A4 is the most powerful weapon.

Suggestion. It's hard to get strong armor.

A	B	C	D	AND
●M79 modified to 3 ●Kv jacket ●PE defense +1~+4	●P226 ●Defense +1~+4 ●PE defense +1~+4	●USP change ●Attack power +1~+4 ●CR Avoidance +1~+4 ●tool	●Sv jacket ●▶CR Avoidance +1~+4	●P228 ●PE defense +1~+4 ●CR Avoidance +1~+4 ●P38 trading card

F	G	H	I
●M1911A4 ●SP vest modified ●tool ●tool	●Attack power +1~+4 ●Attack power +1~+4 ●Magazine capacity +1~+4	●rocket bomb ●Hit range +1~+4 ●Magazine capacity +1~+4 ●tool	●M16A2 ●▶CR Avoidance +1~+4 ●tool

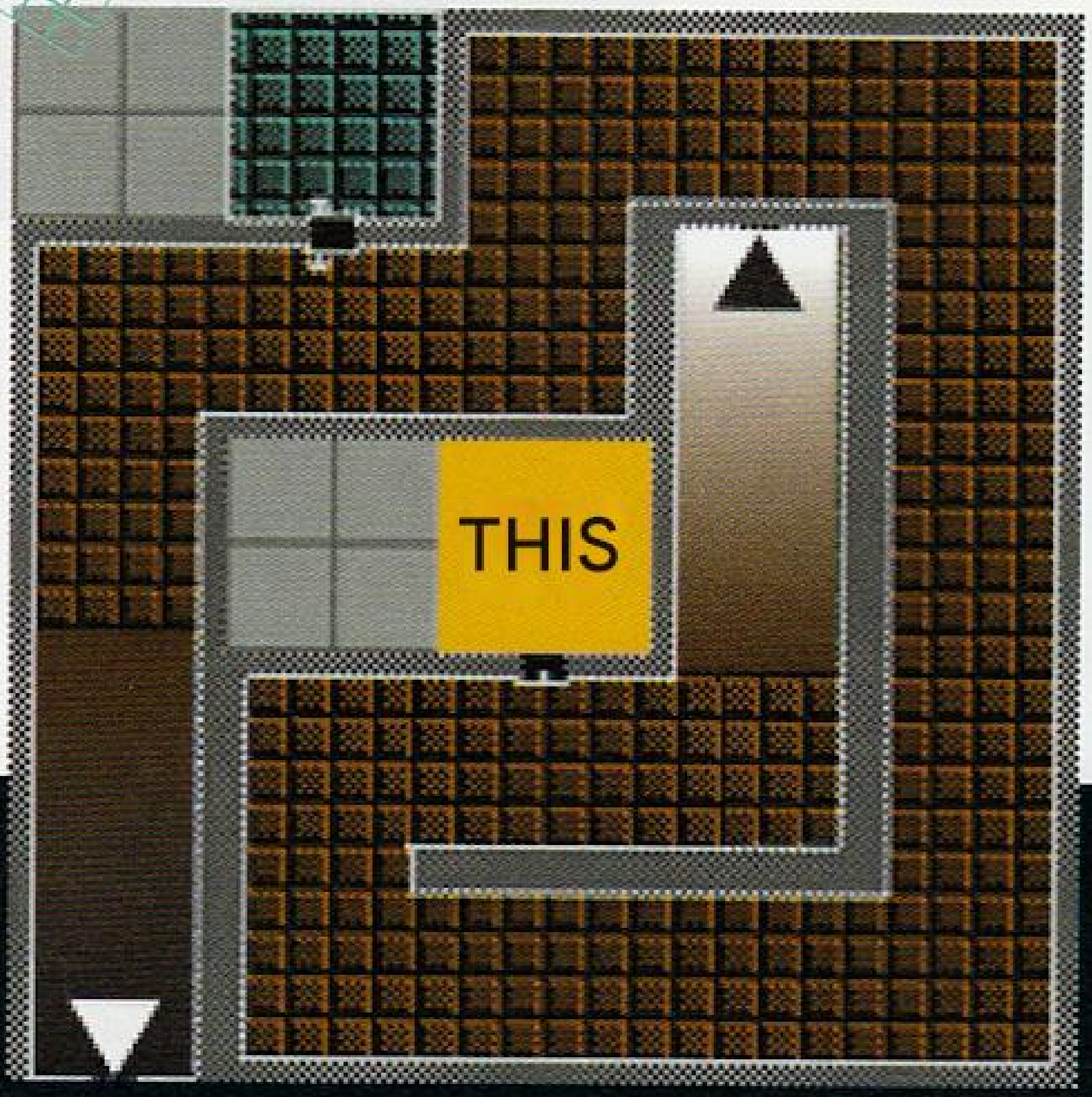
*For each floor, items will be set in the room in a combination of A to I.

11~20F

Chrysler Building Part2

NMC is still not that strong. Normally, the best time to explore is around Day 4. Although the amount of EXP you can obtain is still small, it's a good idea to store the resuscitation potions that MONKEY2 often drops in the police station warehouse for future reference.

MAP 20F



BOSS ALLIGATOR3

◆Fight two enemies at once. Be careful as the "Beam" has high attack power.

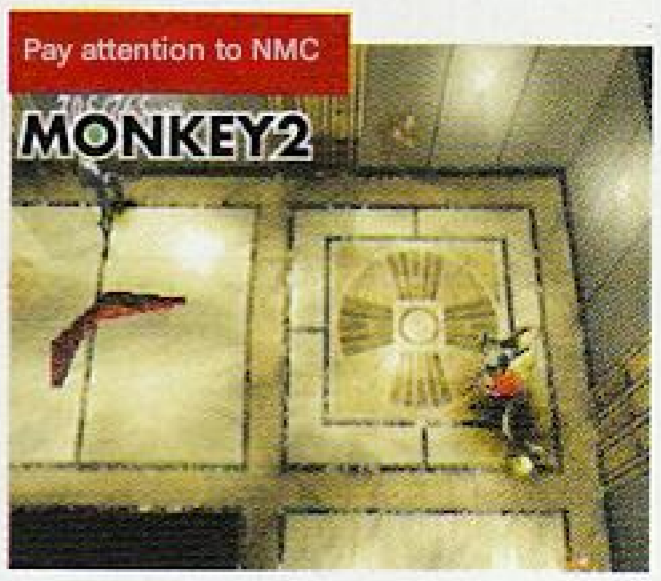
See page 130 for tips.

NMC

NMC appears

- ●SNAKE2 (→P.96)
- ●MONKEY2 (→P.98)
- ●BAT2 (→P.118)
- ●MOLE2 (→P.119)

Pay attention to NMC



◆Because the range of movement is narrow, it is difficult to avoid "arm throws."

See page 98 for strategy.

ITEM

TREASUREBOX makes its first appearance. It's not a strong NMC, so if you deal with it calmly, there will be no problem. Club Kai 4 is a useful weapon for collecting items. As for armor, the Sp Suit has high defensive power.

A	B	C	D	AND
●P229 ●AM44	●Kv suit ●tool	●tool ★TREASUREBOX	●Club Kai 4 ●▶Defense +1~+4 ●all purpose tool	●Sp suit ●PE defense +1~+4

F	G	H	I	J
●Cr jacket ●▶Defense +1~+4	●rocket bomb ●▶Attack power +1~+4 ●Kasur trading card	●M96 ●Magazine capacity +1~+4 ●tool	●Full UZ ●▶Hit range +1~+4 ●B Hawk trading card	●M203 to 4 ●tool ●tool

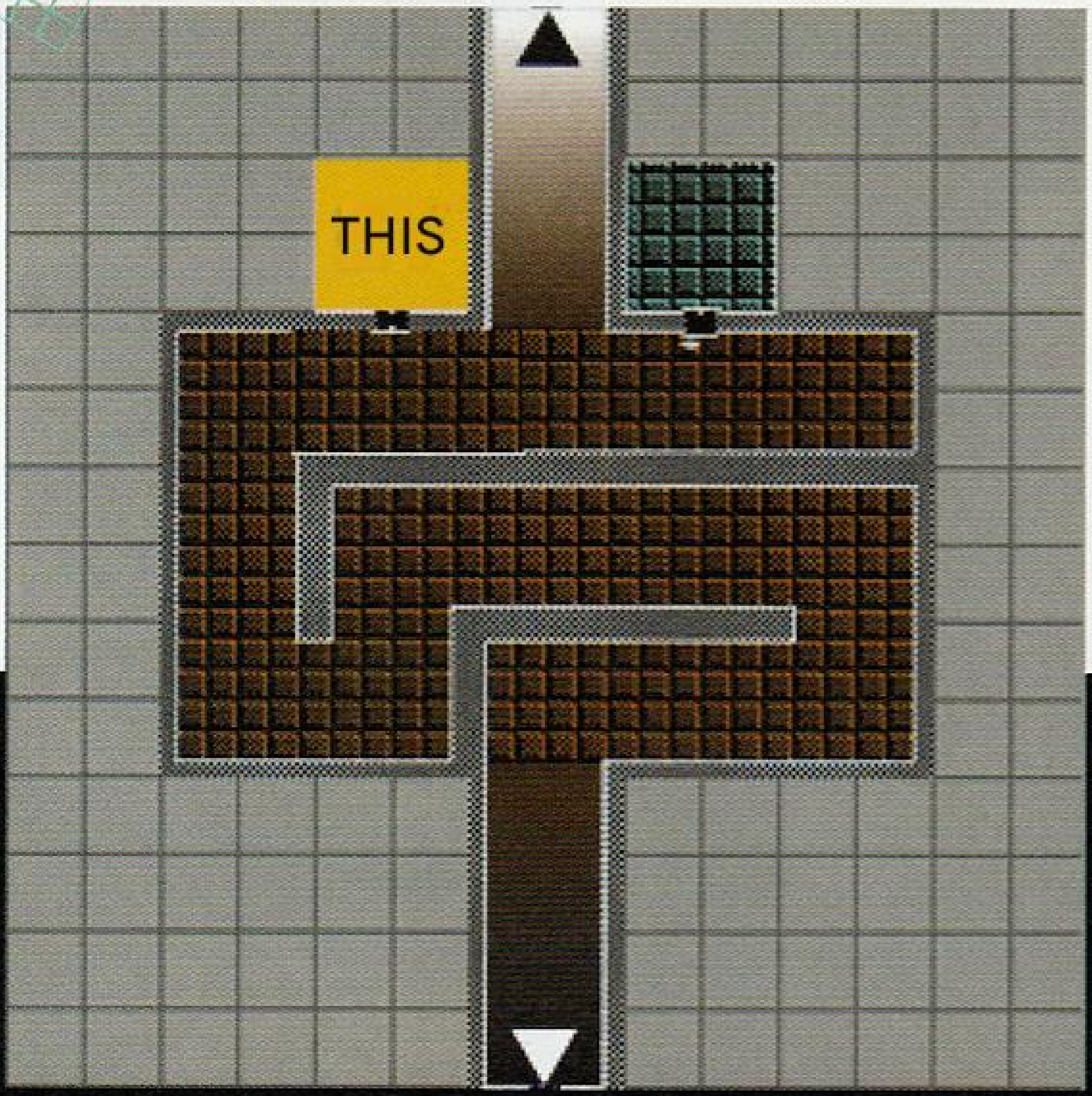
*Items will be set in the rooms on each floor in a combination of A to J.

21~30F

Chrysler Building Part3

Compared to floors 11-20, there isn't much change in the strength of NMC. However, there are many enemies that use attacks that cause status changes, so it's a good idea to bring plenty of healing items or equip your armor with additional effects that avoid status changes. Another feature is that there are many enemies that are effective against the weapon's additional effect "Freeze."

MAP 30F



BOSS CENTIPEDE2

◆Attacking with a weapon that does not have the effects "Heat" or "Freeze."

See page 138 for tips.

NMC

NMC appears

- ●SNAKE2 (→P.96)
- ●PLANT2 (→P.104)
- ●SPIDER4 (→P.108)
- ●FLYMAN2 (→P.110)

Pay attention to NMC

SPIDER4

◆"Net" is nasty, but "Bite" is surprisingly powerful.

See page 108 for tips.

ITEM

B's strengthening items are randomly selected from four types (the lower the positive value, the higher the probability). Mark 23 has a small maximum number of slots, but its ability value is high and it is easy to use.

A	B	C	D	AND
●64 Shiki ●Defense +1~+4	●Hit range +1~+4 ●Attack power +1/ Defense +2 / CR Evasion +3 / Hit Range +4	●Tools ★TREASUREBOX	●▶M870 Modified 1 ●Attack power +1~+4 ●tool	●Cm jacket ★TREASUREBOX

F	G	H	I	J
●M79 modified to 4 ●Sv suit ●tool	●Mark23 ●▶CR Avoidance +1~+4 ●all purpose tool	●Magazine capacity +1~+4 ●tool ●all purpose tool	●B jacket modified ●Attack power +1~+4 ●M1 trading card	●tool ●tool ●PPKS trading card

*Items will be set in the rooms on each floor in a combination of A to J.

31~40F

Chrysler Building Part4

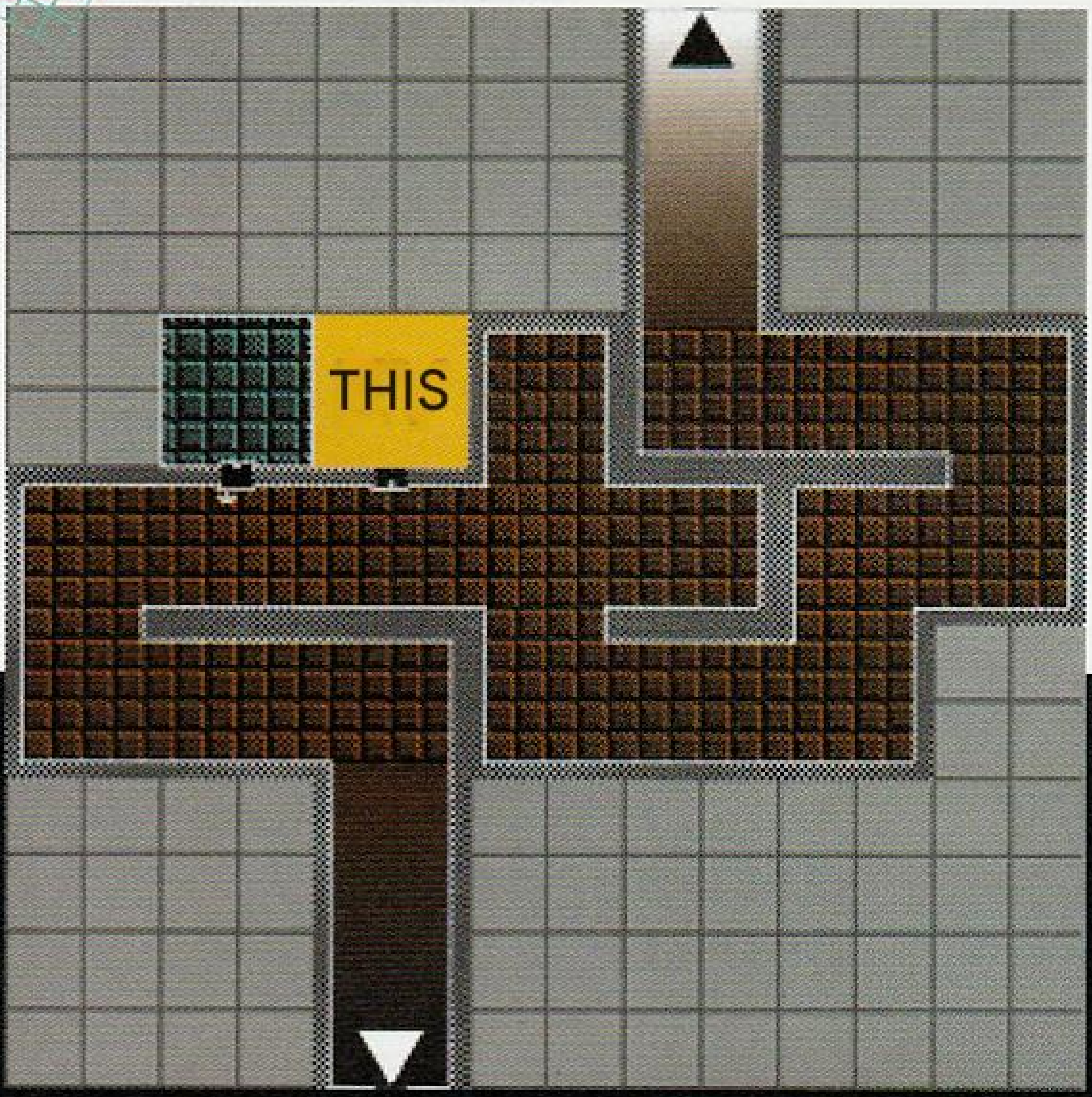
Since NMC is getting stronger, it's best to start exploring around Day 5. The weapons and armor you can obtain on this floor can be strengthened with tuning and strengthening items, turning them into powerful equipment that will be useful for many years to come. Don't be stingy with the recovery items you often get after battles.

BOSS TRICERATOPS2

◆Although the ability values have increased, you can win using the same tactics as at the museum.

See page 142 for strategies.

MAP 40F



NMC

NMC appears

●PLANT2	(→P.104)
●FLYMAN2	(→P.110)
●MIXEDMAN2	(→P.114)
●CAT2	(→P.116)
●CHAMELEON2	(→P.120)

Pay attention to NMC

CAT2

◆Make sure to avoid the "guided missiles" which have particularly high attack power.

See page 116 for tips.

ITEM

If you add some extra effects to your Sp Armor, you won't have to worry about armor for a while.

Once you've collected seven or more rare trading cards, get the All-Purpose Toolkit right away (→P.285).

A	B	C	D	AND
●tool ★TREASUREBOX	●maverick ●Hit range +1~+4	●tool ★TREASUREBOX	●MP5A5 ●Sp armor ●MK5 trading card ●BAR trading card	●MP44 trading card ★TREASUREBOX

F	G	H	I	J
●kv armor ★TREASUREBOX	●SV suit modified ●rocket bomb ●Defense +1~+4 ●tool	●Cm suit ●full recovery ●tool	●M1911A5 ●▶Defense +1~+4 ●CR Avoidance +1~+4 ●MG42 trading card	●PSG−1 ●▶Panacea ●Magazine capacity +1~+4 ●tool

*Items will be set in the rooms on each floor in a combination of A to J.

41~50F

Chrysler Building Part5

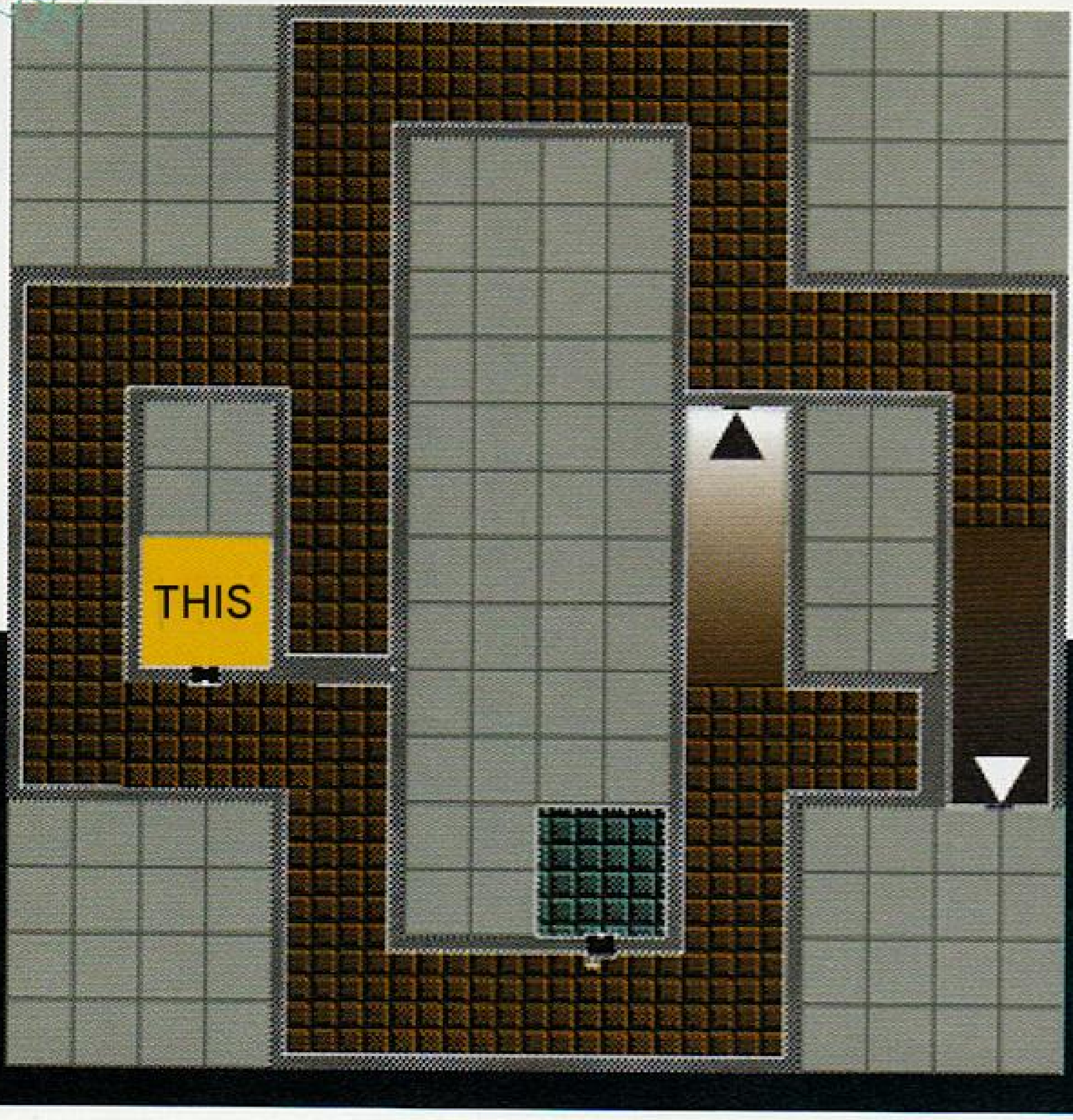
From this point on, you'll finally start to earn a decent amount of EXP, but naturally the enemies will also become stronger. The boss on floor 50 in particular is a whole different level of strength than the enemies you've encountered so far, so careful preparation is required before the battle. If you're not sure how many Healing Items 4 or Revive Potions you have, it's a good idea to steal them from enemies other than the boss.

BOSS COCKROACH

*First appearance of the boss. If you don't know how to defeat him, you'll be forced to keep fighting.

See page 146 for tips.

MAP 50F



NMC

NMC appears

- ●PARROT2 (→P.94)
- ●FROG3 (→P.95)
- ●ARMADILLO3 (→P.124)
- ●SCORPION3 (→P.126)

Pay attention to NMC

SCORPION3

◆It goes without saying that it has high attack power, but be careful of its ``poison mist'' as well.

See page 126 for tips.

ITEM

From this level onwards, the chances of TREASURE BOXes appearing will increase. You'll want to transfer the "+4 Slots" bonus from SV Armor to the armor you're currently wearing.

A	B	C	D	AND
●Cr suit ★TREASUREBOX	★TREASUREBOX ★TREASUREBOX	●B suit ★TREASUREBOX	●Magazine capacity +1~+4 ●·tool	●USP changed to 2 ★TREASUREBOX

F	G	H	I	J
●·tool ★TREASUREBOX	●AT4 to 1 ●PE Defense +1~+4 ●all purpose tool ●M73 trading card	●SAR ●tool ●M29 trading card	●Cm armor ●rocket bomb ●Attack power +1~+4 ●▶Hit range +1~+4 ●tool	●G20 ●sv armor ●Attack power +1~+4 ●tool

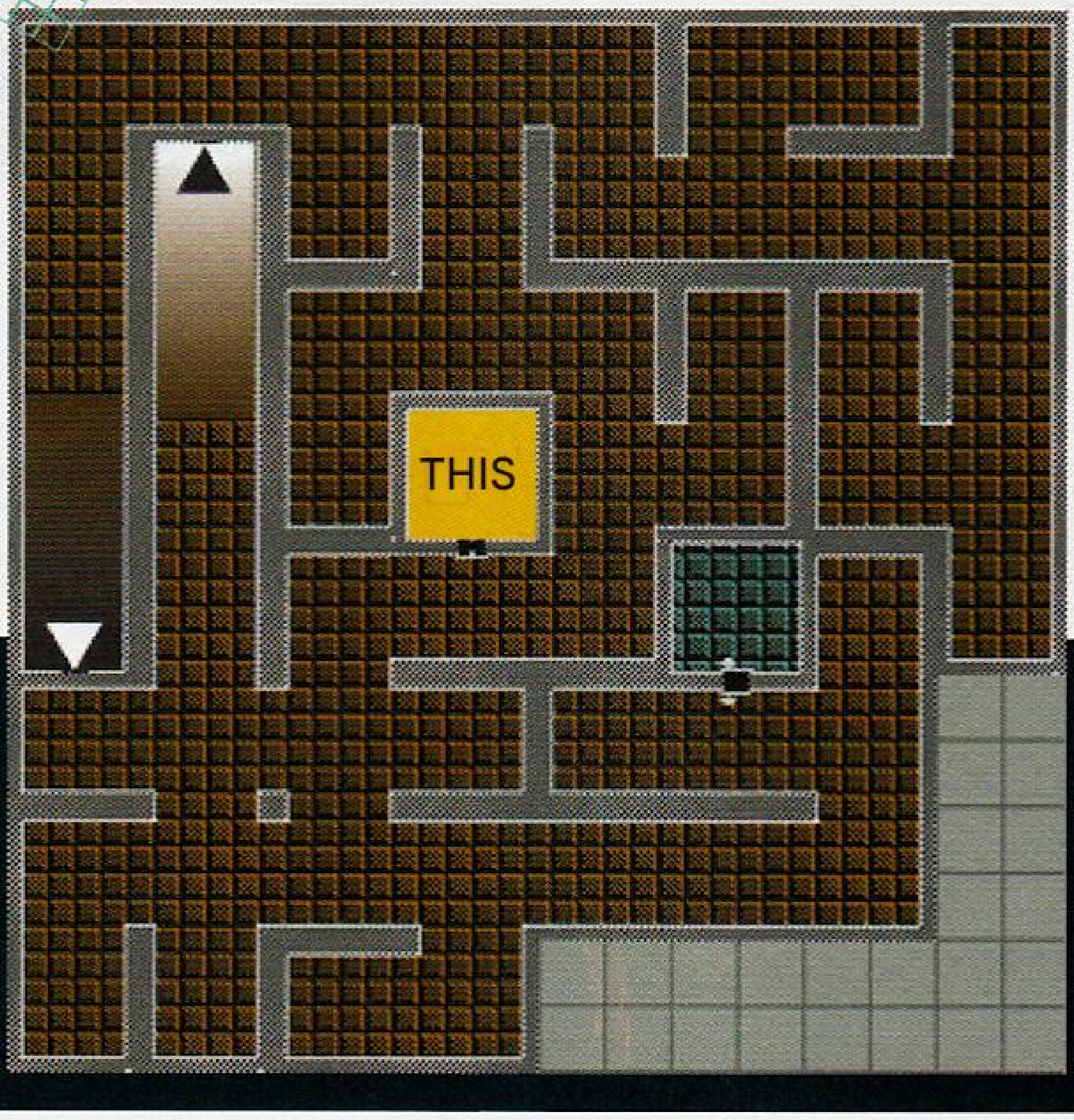
*Items will be set in the rooms on each floor in a combination of A to J.

51~60F

Chrysler Building Part 6

Unless you reach this level just before the end of Day 5, it will be difficult to fight through it due to your level. You will need to actively strengthen your equipment. This is a great place to earn ammo, so you'll want to collect as many as possible. As an aside, there are many rodent NMCs, such as rats and squirrels, on this level.

MAP 60F



BOSS CRAB2

◆Other than its faster movement speed, it is not much different from when it first appeared in the 3rd Pier Warehouse.

See page 140 for tips.

NMC

NMC appears

- ●RAT6 (→P.92)
- ●RAT-LARGE (→P.92)
- ●RATMAN2 (→P.111)
- ●ARMADILLO3 (→P.124)
- ●SQUIRREL (→P.128)

Pay attention to NMC

SQUIRREL

◆Uses attacks that cause confusion. Its high attack power makes it dangerous.

See page 128 for tips.

ITEM

The MP5SD6 is one of the strongest weapons, so it's a good idea to tune it up as soon as you get it. Cr Armor has high performance, so use it as a bridge between floors 61 and 70 until you get the strongest armor.

A	B	C	D	AND
●B suit modified ★TREASUREBOX	★TREASUREBOX ★TREASUREBOX	●FA-MAS ★TREASUREBOX	●MP5SD6 ●rocket bomb	●M712 ★TREASUREBOX

F	G	H	I	J
●panacea ★TREASUREBOX	●SP Armor Kai ●▶CR Avoidance +1~+4 ●38 Shiki trading card	●tool ●tool ●tool	●S12 ●Cr armor ●full recovery ●PE defense +1~+4	●▶Hit range +1~+4 ●Defense +1~+4

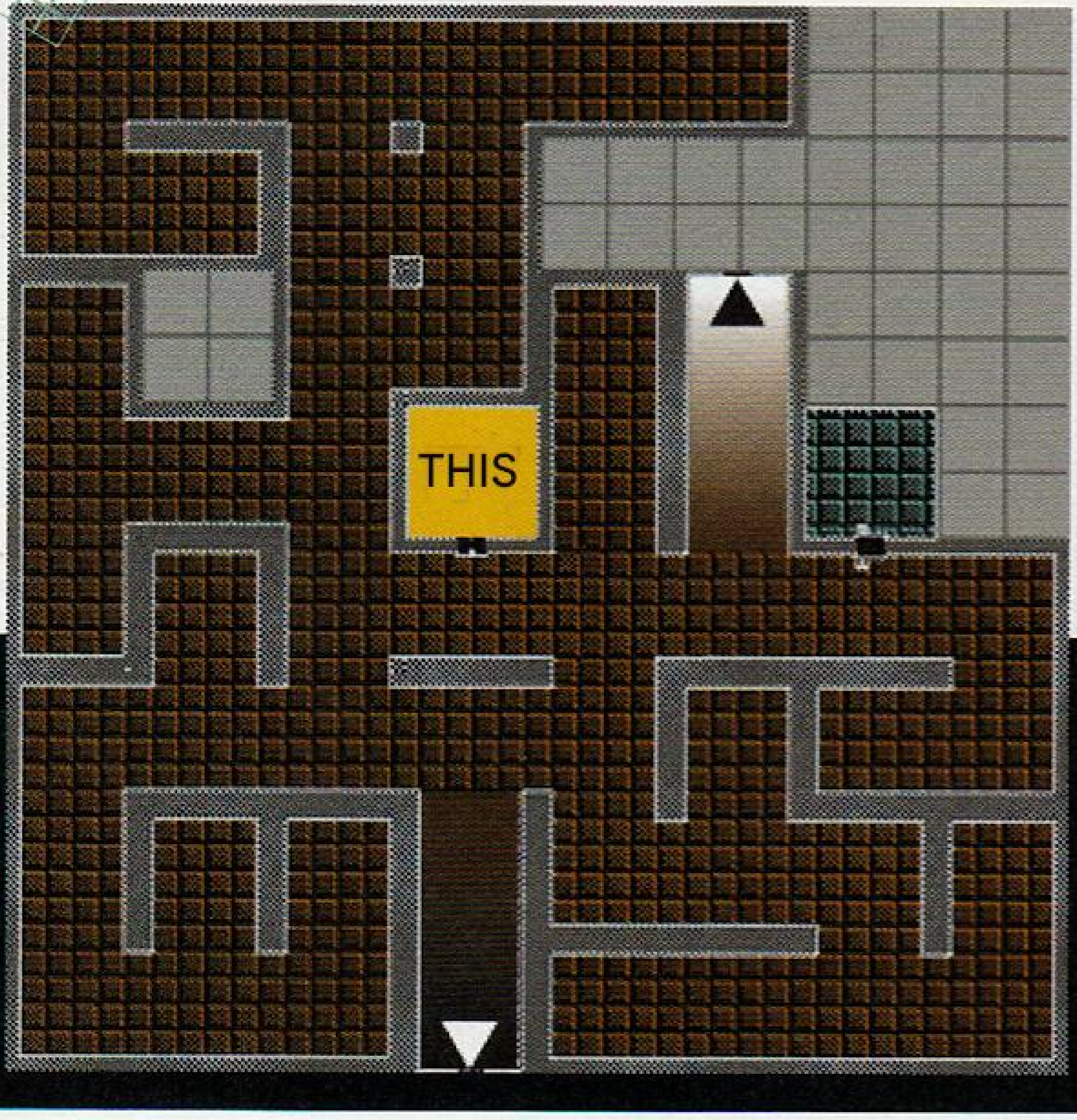
*Items will be set in the rooms on each floor in a combination of A to J.

61~70F

Chrysler Building Part7

This is the final floor, where NMC's HP is nearly 1000. Many enemies use attacks that cause poison, and the damage from poison is significant enough to be ignored, so it's reassuring to have armor with the added effect of poison evasion. Save the Recovery Items 4 you'll get at the end of the battle for the boss battle.

MAP 70F



BOSS BEE1 ~ 3

A strong enemy that only appears here. Be prepared for a long battle.

See page 148 for tips.

NMC

NMC appears

- ●RAT6 (→P.92)
- ●POISON-SNAKE3 (→P.96)
- ●BEAR2 (→P.102)
- ●DOGMAN2 (→P.106)
- ●BACTERIUM2 (→P.112)

Pay attention to NMC

DOGMAN2

◆The golden rule is to defeat the enemy before their defenses are weakened.

See page 106 for tips.

ITEM

If you tune up your Cr Armor Modification, you'll have no problems with defense. You can also move the "Cyanide" weapon from your M203 Modification 5 to your equipped weapon, as it's effective against many of the enemies on this floor.

A	B	C	D	AND
◐▶Defense +1~+4 ★TREASUREBOX	★TREASUREBOX ★TREASUREBOX	●M96R ●B Armor ●tool ◐all purpose tool	●M500 ●full recovery ◐▶PE Defense +1~+4 ◐all purpose tool	★TREASUREBOX ★TREASUREBOX

F	G	H	I	J
●CM Armor Kai ◐▶Magazine Capacity +1~+4 ◐all purpose tool	●Cr armor modified ●PE defense +1~+4 ◐tool ◐eagle trading card	◐▶M203 Modified to 5 ●SV armor modified ◐Attack power +1~+4	●XM177E2 ◐panacea ●Hit range +1~+4 ◐tool	●3 Shiki trading cards ★TREASUREBOX

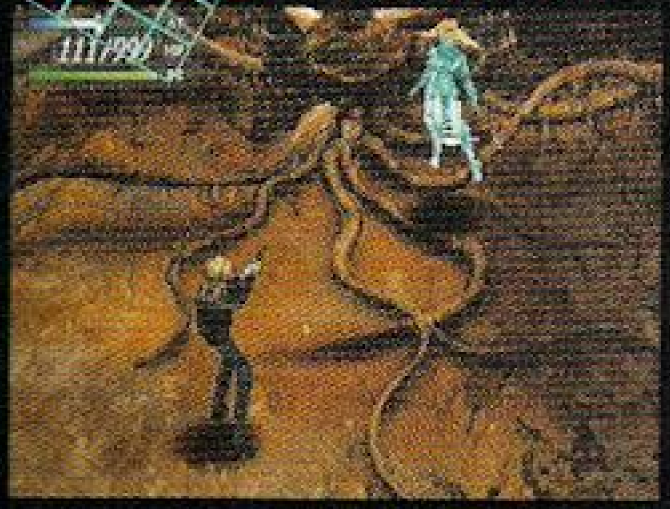
*Items will be set in the rooms on each floor in a combination of A to J.

71~77F

Chrysler Building Part 8

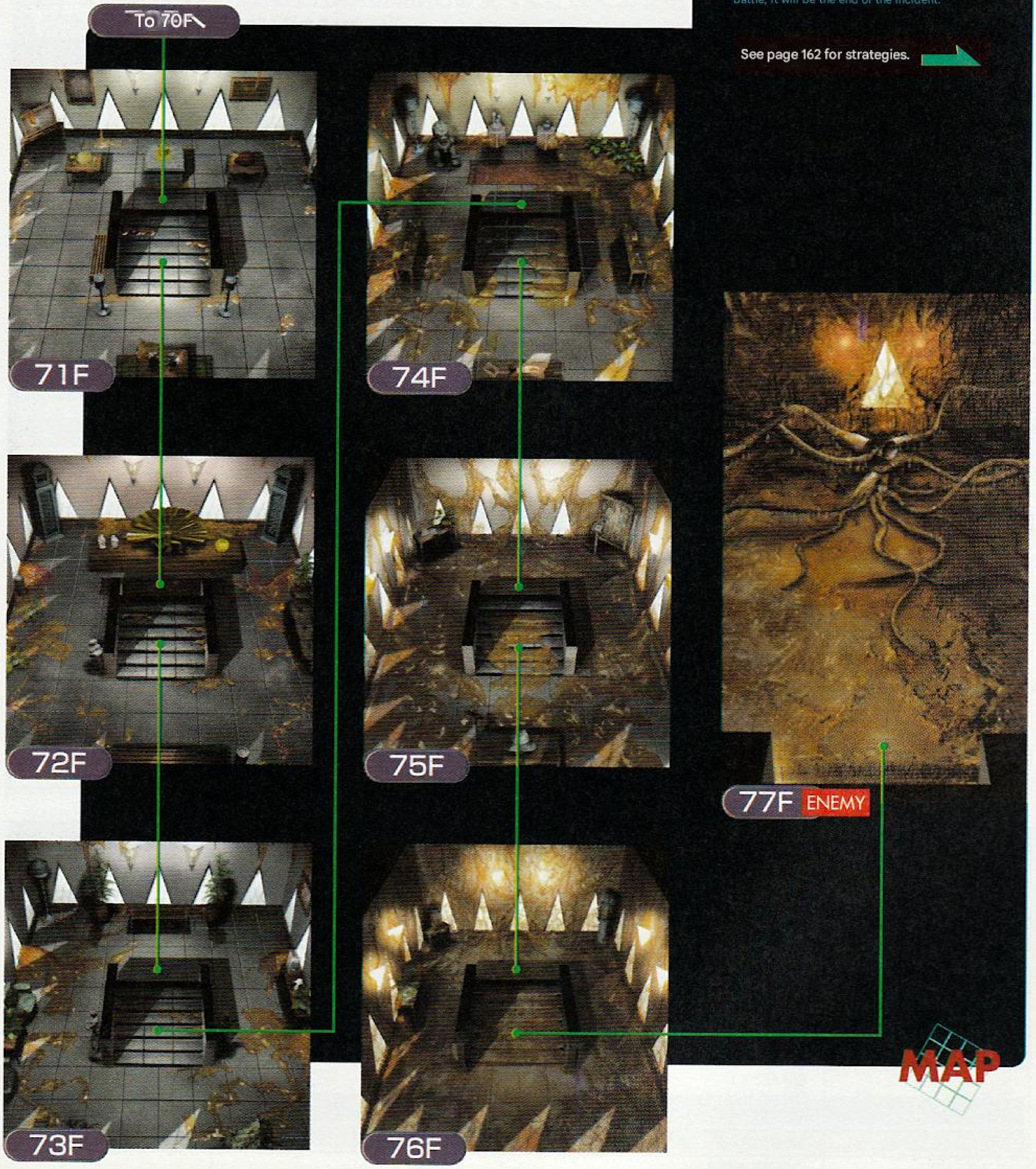
No enemies appear on floors 71-76. The map is small, with a simple structure where you simply climb stairs. On the top floor, floor 77, there is someone who knows the truth about the incident that began on Christmas Eve. The hidden conspiracy and shocking truths about Aya are finally revealed.

BOSS Eve-ORIGINAL



◆If you don't fight with a meticulous strategy, your chances of winning are slim. If you win the battle, it will be the end of the incident.

See page 162 for strategies.



Chrysler Building

NMC appearance combination list

NEO MITOCHONDRIA CREATURE

The NMC combinations encountered in the Chrysler Building are listed for each Map Part on each floor (→P.262). This list is based on the instructions on P.252.

Chrysler Building 2nd to 10th floors

Map name	A	B	C	D
Turn right and go down	RAT5×1 CROW3×3	RAT5×3	—	—
Turn left and go down	BAT2×1 TROODON2×1	BAT2×2	BAT2×3	TROODON2×2
Turning corner/upper right	BAT2×1 TROODON2×1	—	—	—
Corner, upper left	RAT5×2 CROW3×2	RAT5×3	—	—
Upper and lower passage	RAT5×3 CROW3×2	CROW3×5	—	—
left and right passage	BAT2×1 TROODON2×2	BAT2×2 TROODON2×1	—	—
inside the room	BAT2×1	TROODON2×1	—	—
boss area	◎SPIDER-WOMAN2×1	—	—	—

Chrysler Building, 11th to 20th floors

Map name	A	B	C	D
Corner, bottom right	SNAKE2×3	SNAKE2×5	—	—
Turn left and go down	SNAKE2×3 MONKEY2×1	MONKEY2×2	—	—
Turning corner/upper-right	BAT2×2	BAT2×3	MOLE2×1	—
Corner, upper left	BAT2×2	MOLE2×1	—	—
Upper and lower passage	SNAKE2×2 MONKEY2×2	MONKEY2×2	—	—
left and right passage	BAT2×2 MOLE2×1	—	—	—
inside the room	CAT2×1	BAT2×1	TROODON2×1	—
boss area	◎ALLIGATOR3×2	—	—	—

Chrysler Building, 21st to 30th floors

Map name	A	B	C	D
Corner, bottom right	SNAKE2×3 PLANT2×2	FLYMAN2×2	—	—
Turn left and go down	SNAKE2×1 SPIDER4×2	PLANT2×1 SPIDER4×2	—	—
Turning corner/upper right	SNAKE2×2 SPIDER4×2	PLANT2×1 SPIDER4×2	—	—
Corner, upper left	SNAKE2×2 PLANT2×2	SNAKE2×3 FLYMAN2×2	—	—
Upper and lower passage	SNAKE2×3 PLANT2×2	SPIDER4×3	—	—
left and right passage	SNAKE2×1 SPIDER4×1 FLYMAN2×1	SPIDER4×2 FLYMAN2×1	—	—
inside the room	PARROT2×1	CAT2×1	BAT2×1	TROODON2×1
boss area	◎CENTIPEDE2×1	—	—	—

Chrysler Building, 31st to 40th floors

Map name	A	B	C	D
Turn right and go down	CAT2×1 CHAMELEON2×1	CAT2×1 CHAMELEON2×2	CAT2×3	CHAMELEON2×2
Turn left and go down	PLANT2×2 FLYMAN2×1	FLYMAN2×1 MIXEDMAN2×1	—	—
Turn right and go up	PLANT2×3	MIXEDMAN2×1	—	—
Corner, upper left	CAT2×1 CHAMELEON2×1	—	—	—
Upper and lower passage	CAT2×1 CHAMELEON2×2	CAT2×2	—	—
left and right passage	PLANT2×1 MIXEDMAN2×1	MIXEDMAN2×1	—	—
inside the room	PARROT2×1	CAT2×1	TROODON2×1	—
boss area	◎TRICERATOPS2×1	—	—	—

Chrysler Building, 41st to 50th floors

Map name	A	B	C	D
Corner, bottom right	PARROT2×1 FROG3×1	PARROT2×2 FROG3×1	PARROT2×2	PARROT2×3
Turn left and go down	PARROT2×2	FROG3×1	ARMADILLO3×2	—
Turning corner/upper right	PARROT2×1 ARMADILLO3×1	PARROT2×2 ARMADILLO3×1	FROG3×1	—
Corner, upper left	FROG3×1	SCORPION3×1	—	—
Upper and lower passage	PARROT2×1 FROG3×1 ARMADILLO3×1	PARROT2×1 ARMADILLO3×1	PARROT2×1 ARMADILLO3×2	FROG3×2
left and right passage	PARROT2×2	SCORPION3×1	—	—
inside the room	PARROT2×1	CAT2×1	TROODON2×1	—
boss area	◎COCKROACH×1	—	—	—

Chrysler Building, 51st to 60th floors

Map name	A	B	C	D
Corner, bottom right	RAT6×1 RATMAN2×2	RATMAN2×3	—	—
Corner, bottom left	RAT6×1 RATMAN2×2	RAT6×2 RATMAN2×1	—	—
Turning corner/upper right	ARMADILLO3×1 SQUIRREL×2	ARMADILLO3×1 SQUIRREL×1	SQUIRREL×2	—
Turn left and go up	ARMADILLO3×2	SQUIRREL×1	—	—
Upper and lower passage	RAT6×1 RATMAN2×2	RAT-LARGE×1	—	—
left and right passage	ARMADILLO3×2 SQUIRREL×1	—	—	—
inside the room	PARROT2×1	ARMADILLO3×1	SQUIRREL×1	—
boss area	◎CRAB2×1	—	—	—

Chrysler Building 61st to 70th floors

Map name	A	B	C	D
Turn right and go down	RAT6×1 BACTERIUM2×2	DOGMAN2×2 BACTERIUM2×2	—	—
Corner, bottom left	RAT6×2 BACTERIUM2×2	RAT6×3 DOGMAN2×1	—	—
Turn right and go up	RAT6×3	DOGMAN2×2 BACTERIUM2×1	—	—
Turn left and go up	RAT6×1 DOGMAN2×2	DOGMAN2×3	—	—
Upper and lower passage	POISON-SNAKE3×2 BEAR2×1	POISON-SNAKE3×2 BACTERIUM2×3	—	—
left and right passage	POISON-SNAKE3×2 BEAR2×1	POISON-SNAKE3×3 BEAR2×1	POISON-SNAKE3×3 BACTERIUM2×2	—
inside the room	PARROT2×1	ARMADILLO3×1	SQUIRREL×1	—
boss area	◎BEE3×1	—	—	—

Chrysler Building, 77th floor

Map name	A	B	C	D
77F	◎Eve-ORIGINAL	—	—	—

Chrysler Building

I r BLDG.

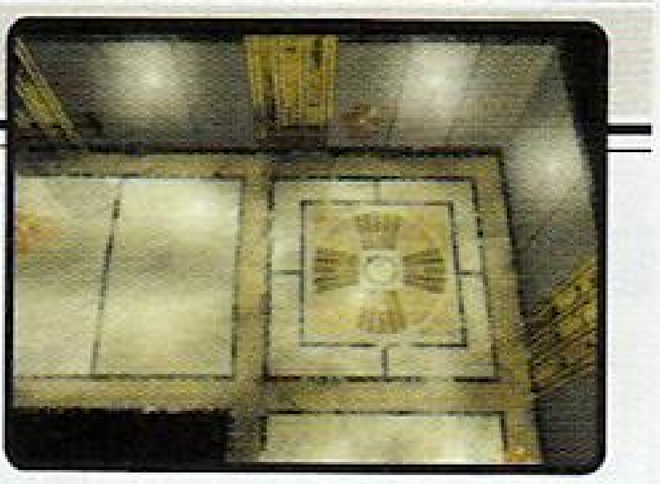
Floor map quick reference guide

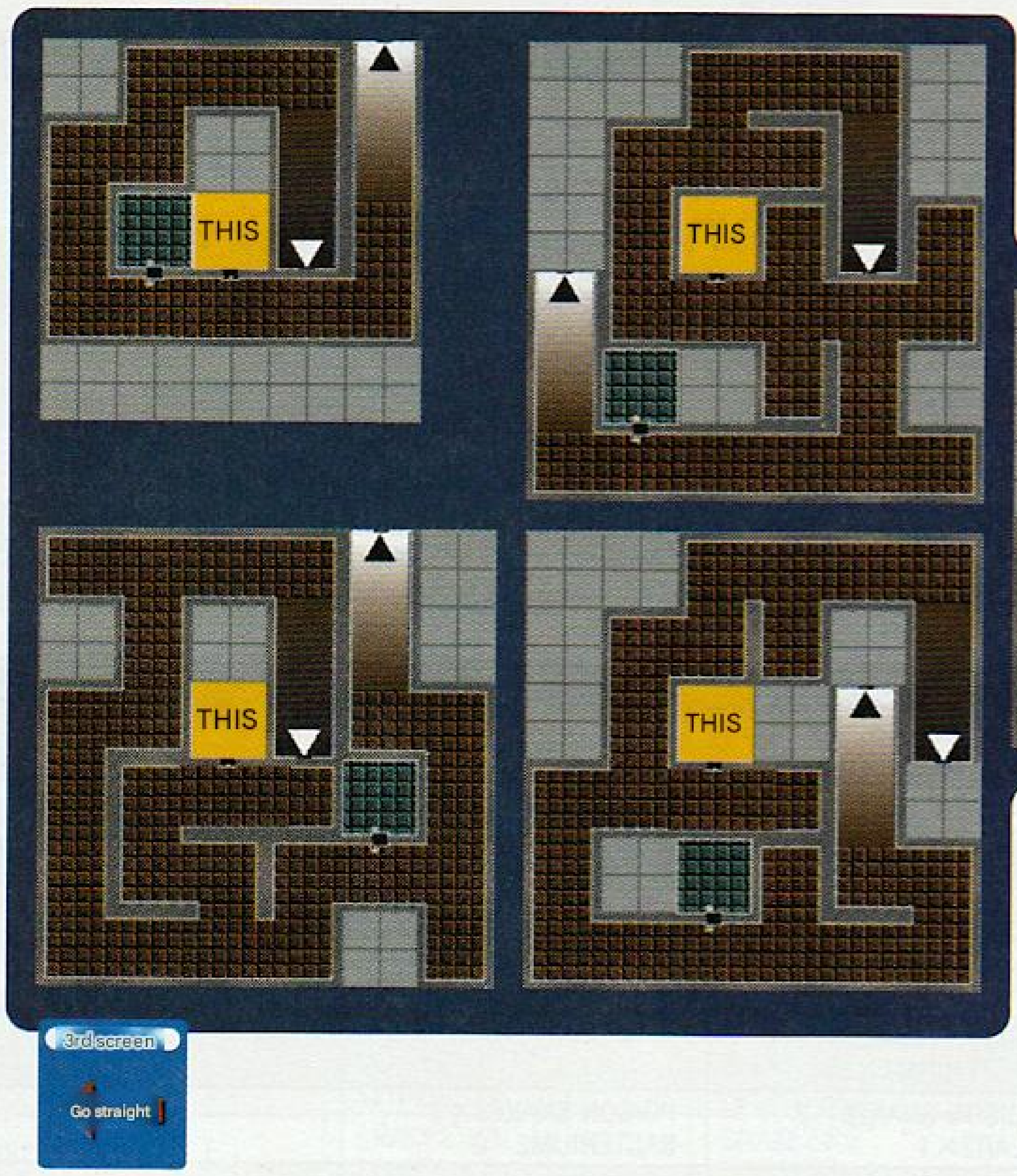
The map of the Chrysler Building is not automatically generated, but rather one is randomly selected from a selection of 107 pre-prepared maps. Here we will list all 107 maps. If you understand the search methods below and can easily find the map you are on, you should be able to explore quickly.

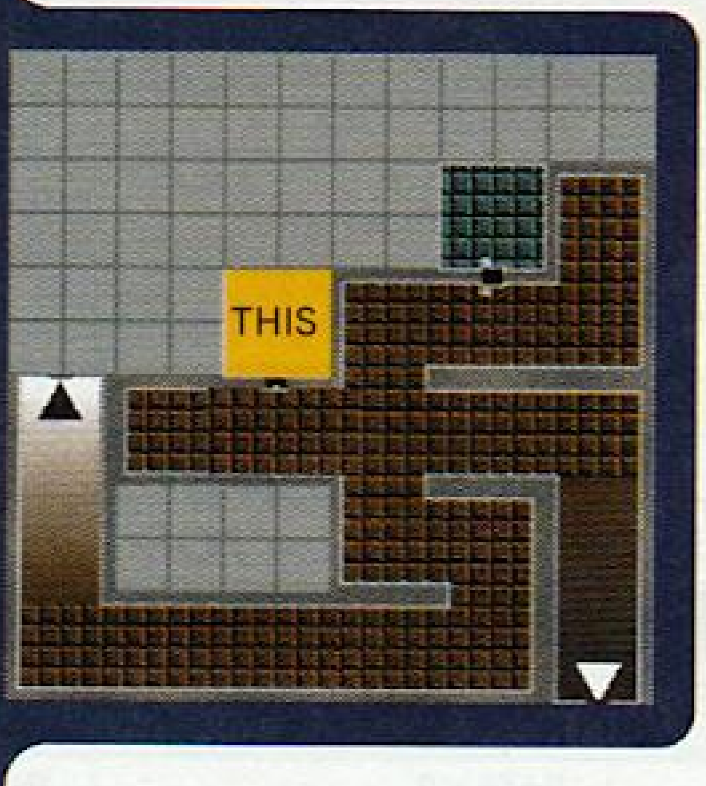
●How to search: First, go straight from the screen with the stairs (first screen), and find out which terrain type (I-VII) is on the second screen immediately after the screen changes. From there, follow the path (if the second screen is a T-junction, go right), and when you switch to the next screen (the third screen), look for the terrain in the "third screen" category within I to VI. From the maps summarized there, you can narrow down which map you are on as you move on to the fourth screen, fifth screen, and so on.

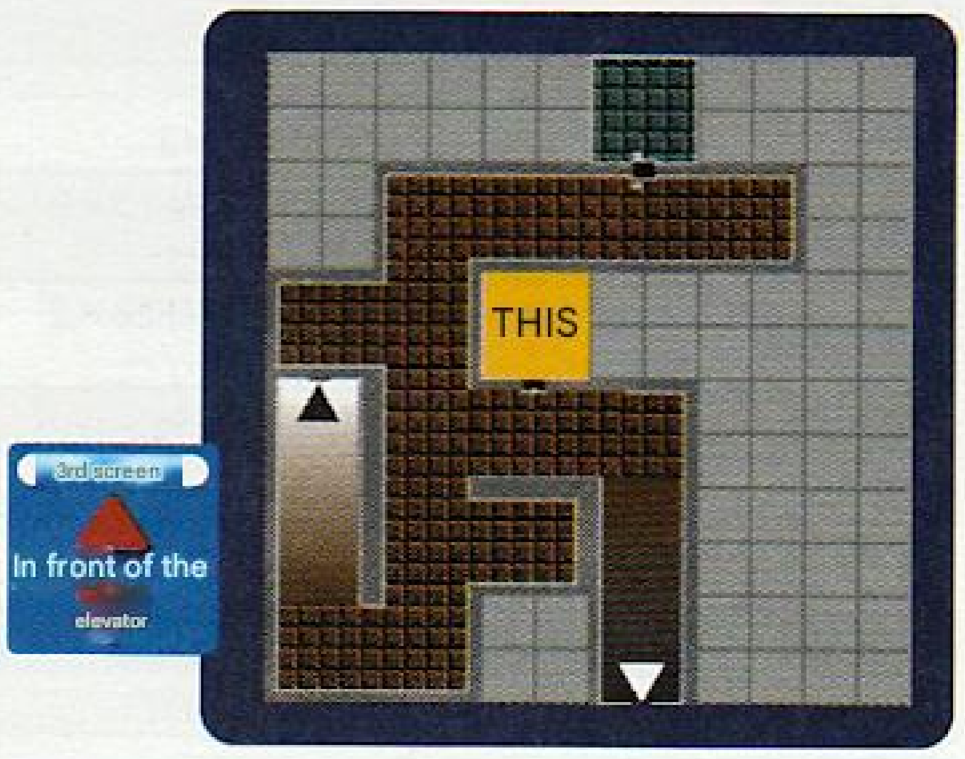
●How to read the map: One screen in the game is 2x2 squares, but the area with stairs is 2x4 squares wide and 4x4 squares high. "▲" indicates up stairs, "▽" indicates down stairs, light blue areas indicate rooms, and EV indicates elevators.

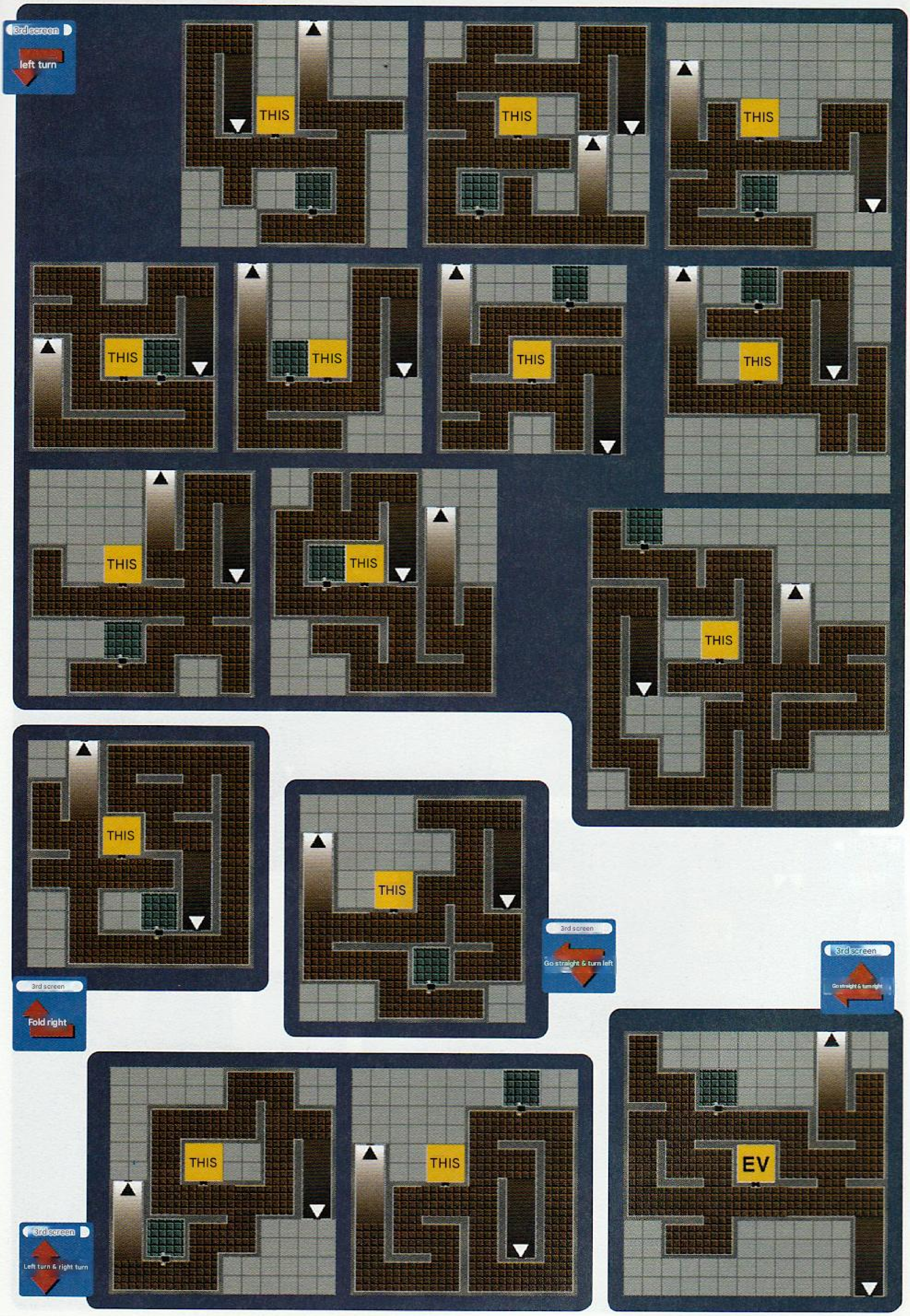
12th screen = turn left










3rd screen
left turn
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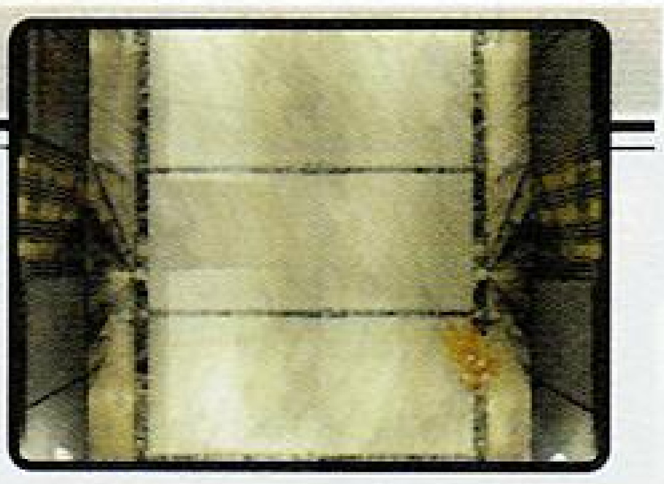
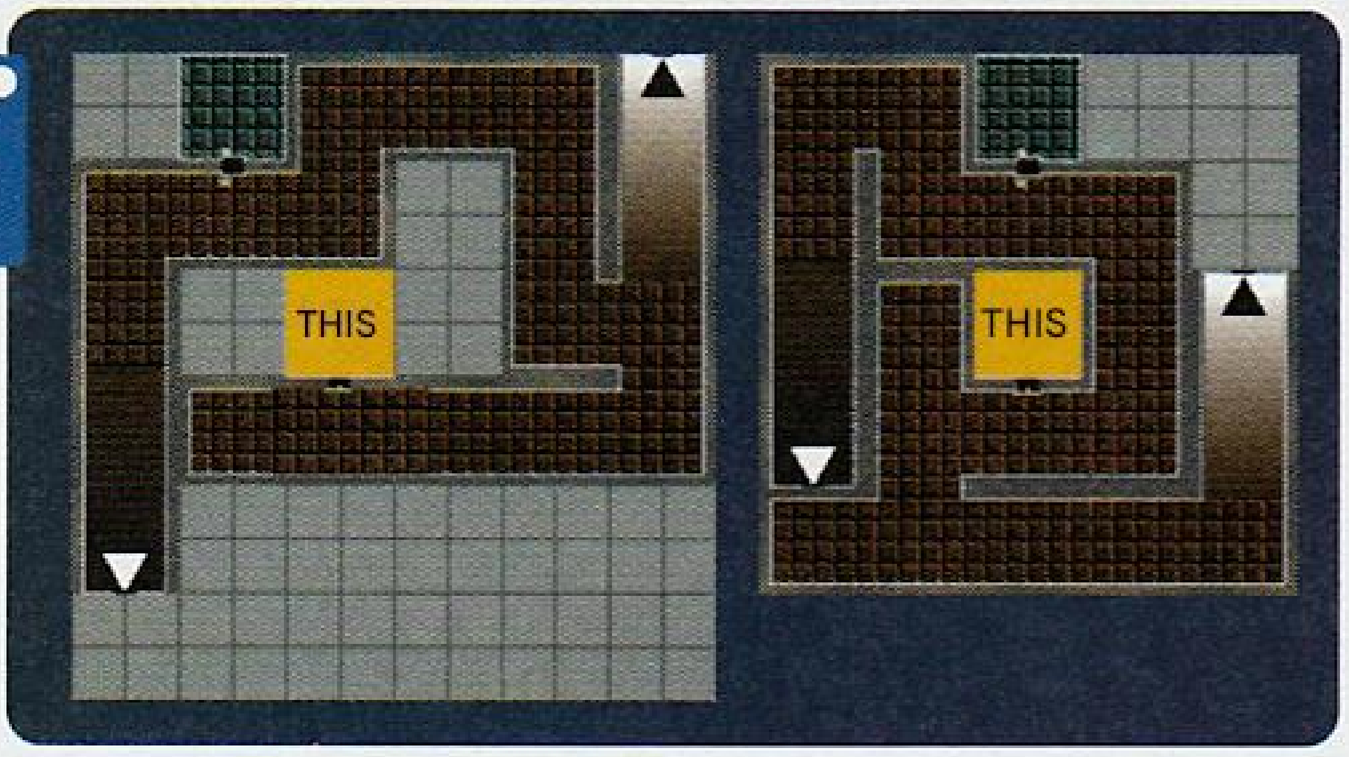
3rd screen
Go straight & turn left
3rd screen
Go straight & turn right
3rd screen
Fold right
3rd screen
Left turn & right turn
THIS
THIS
EV

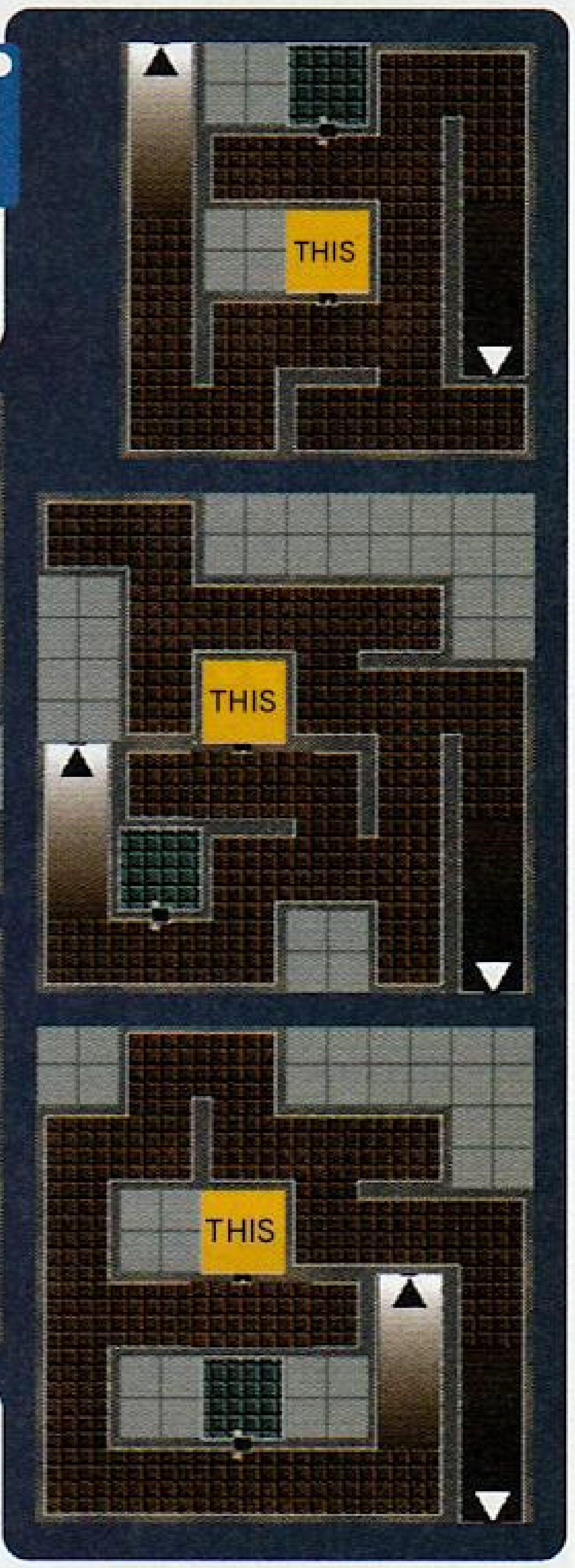
12th screen = Go straight



3rd screen
Fold right



3rd screen
left turn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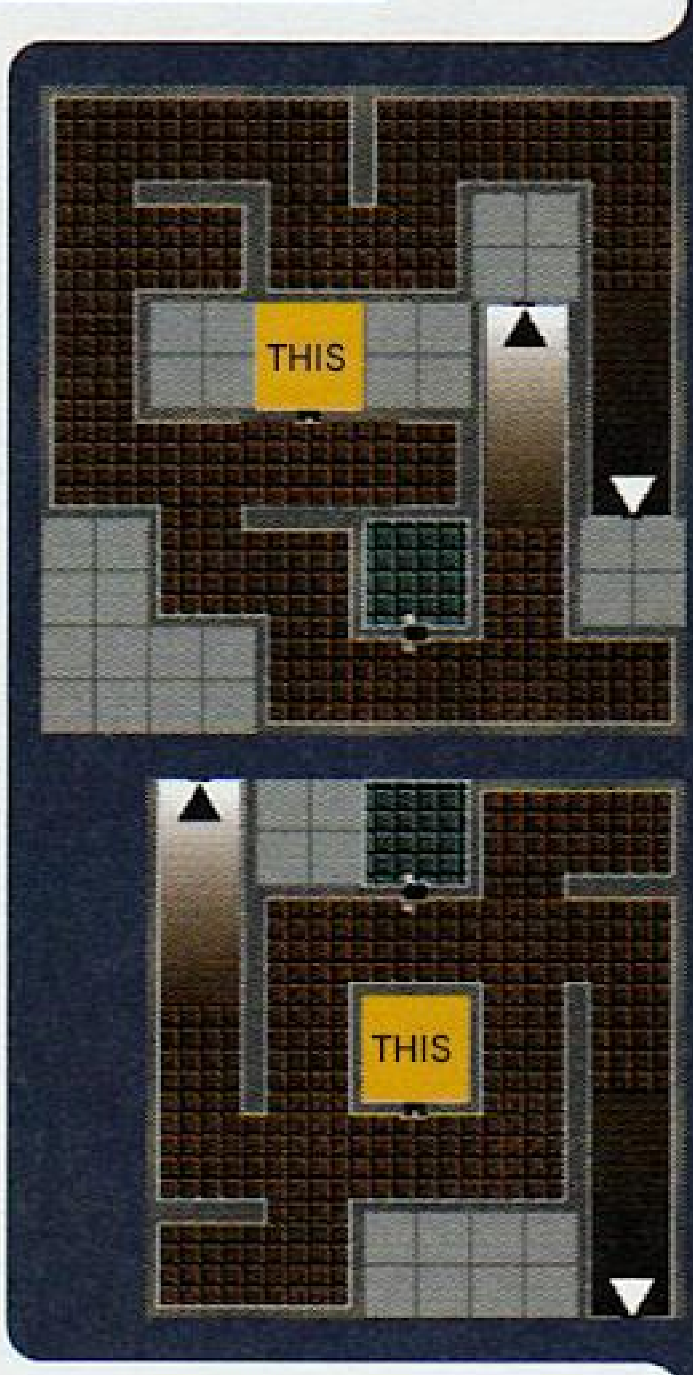
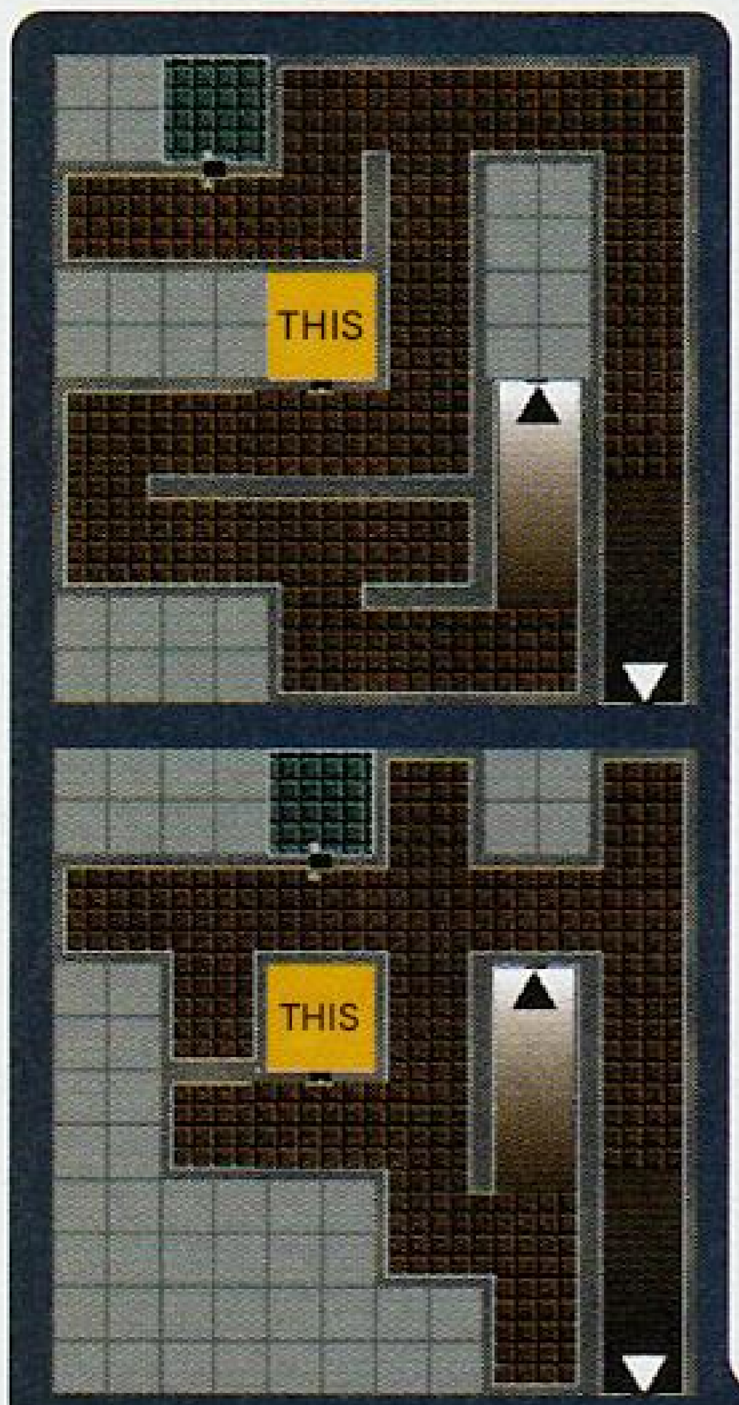
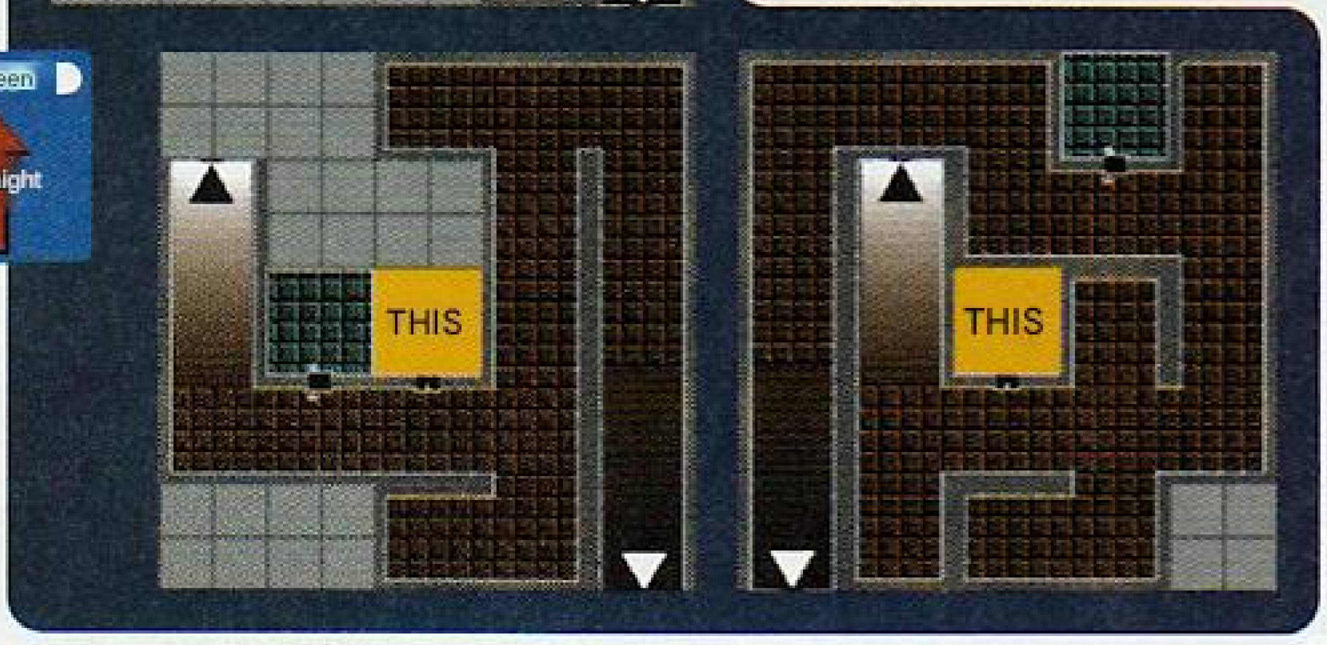
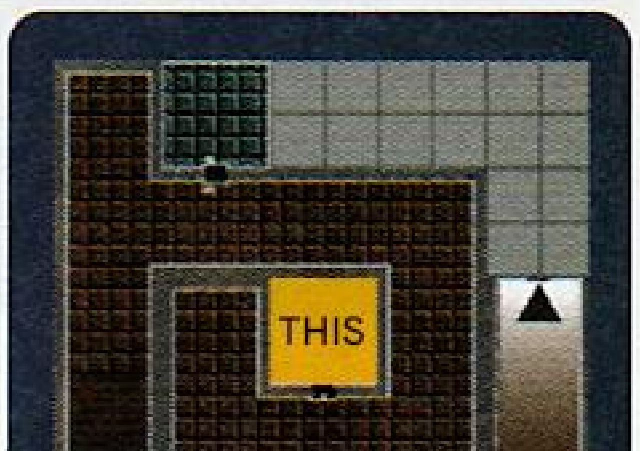


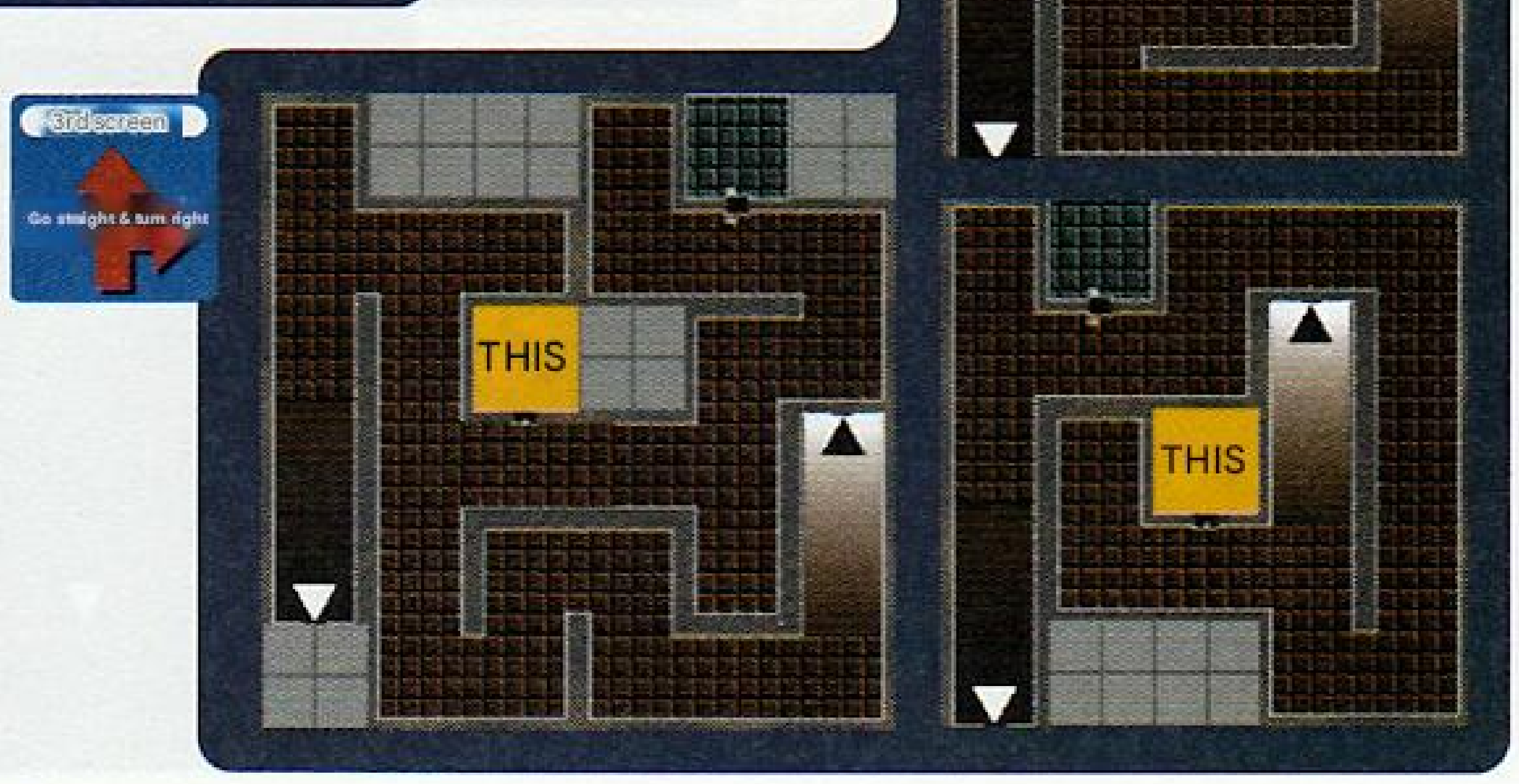


3rd screen
Go straight

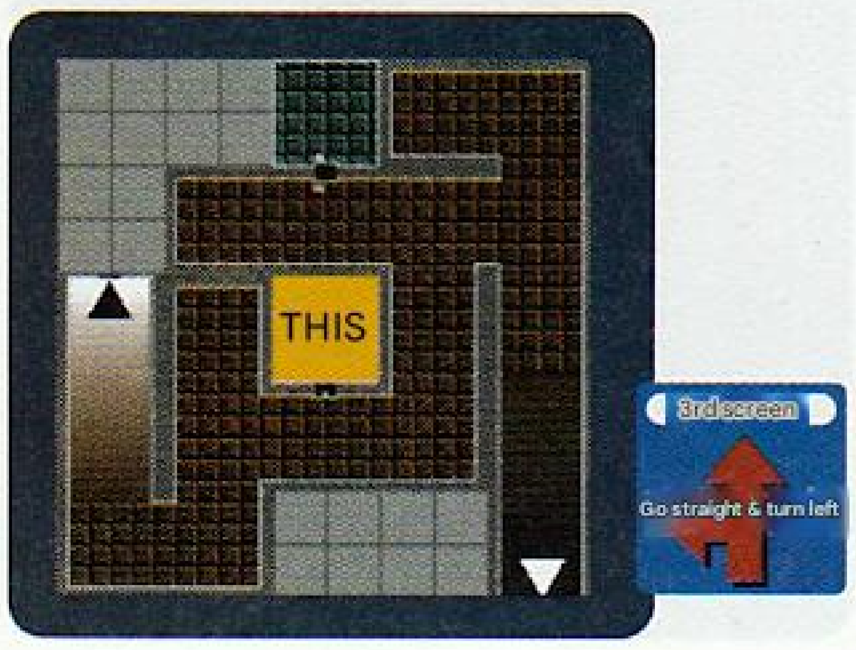


3rd screen
Go straight & turn right

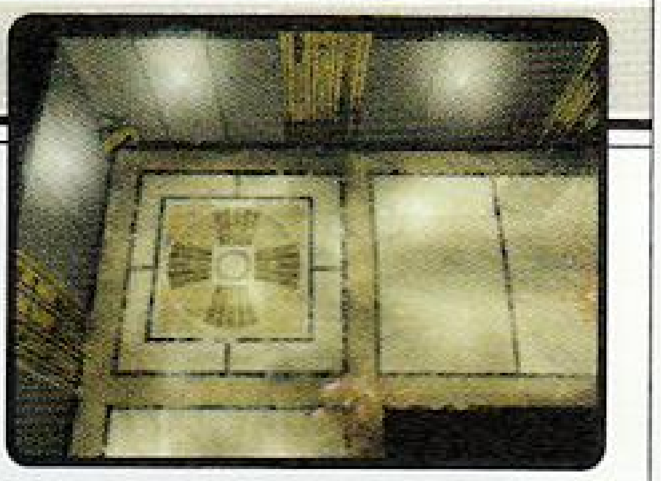


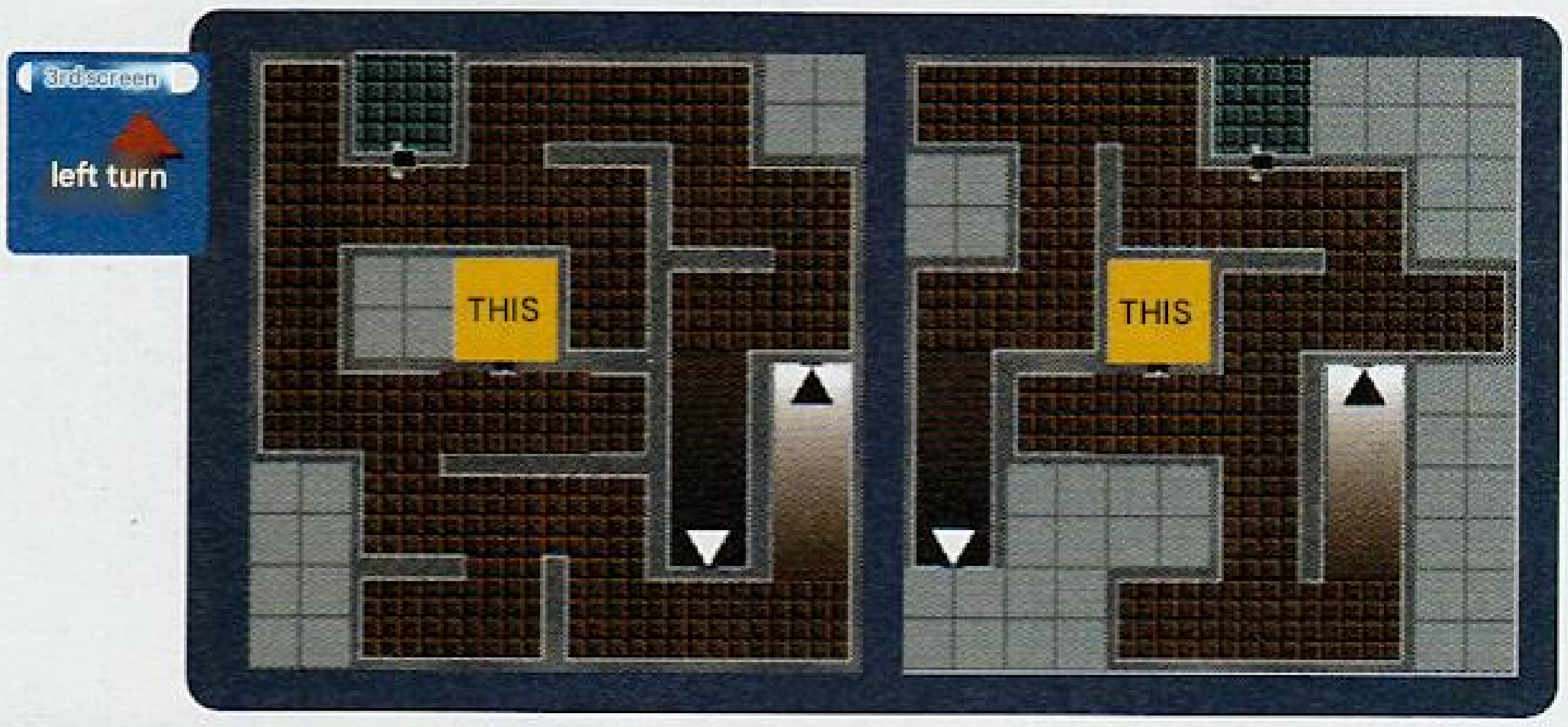


3rd screen
Go straight & turn left



III 2-screen view = right fold




3rd screen
left turn
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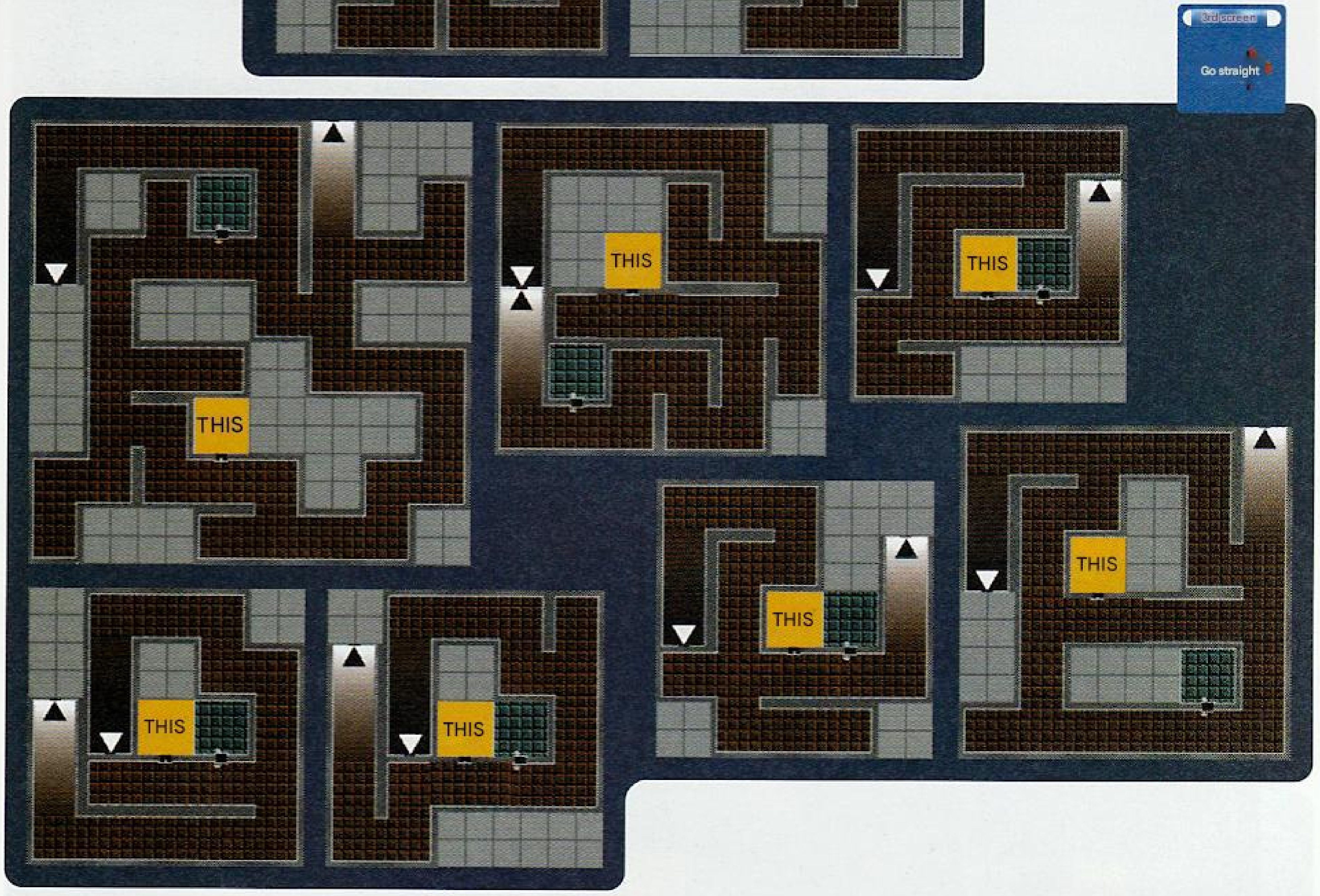
3rd screen
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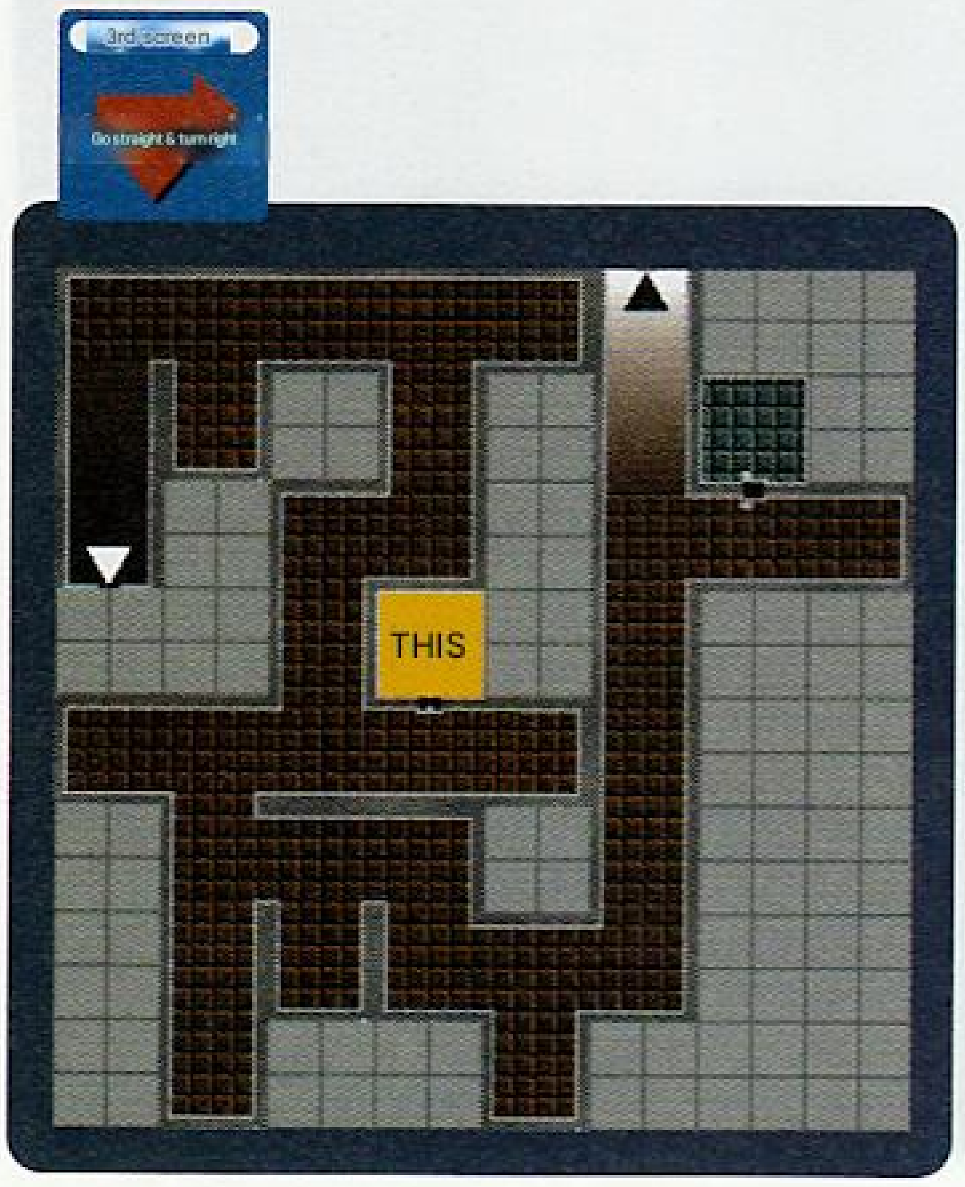
3rd screen
Go straight & turn right
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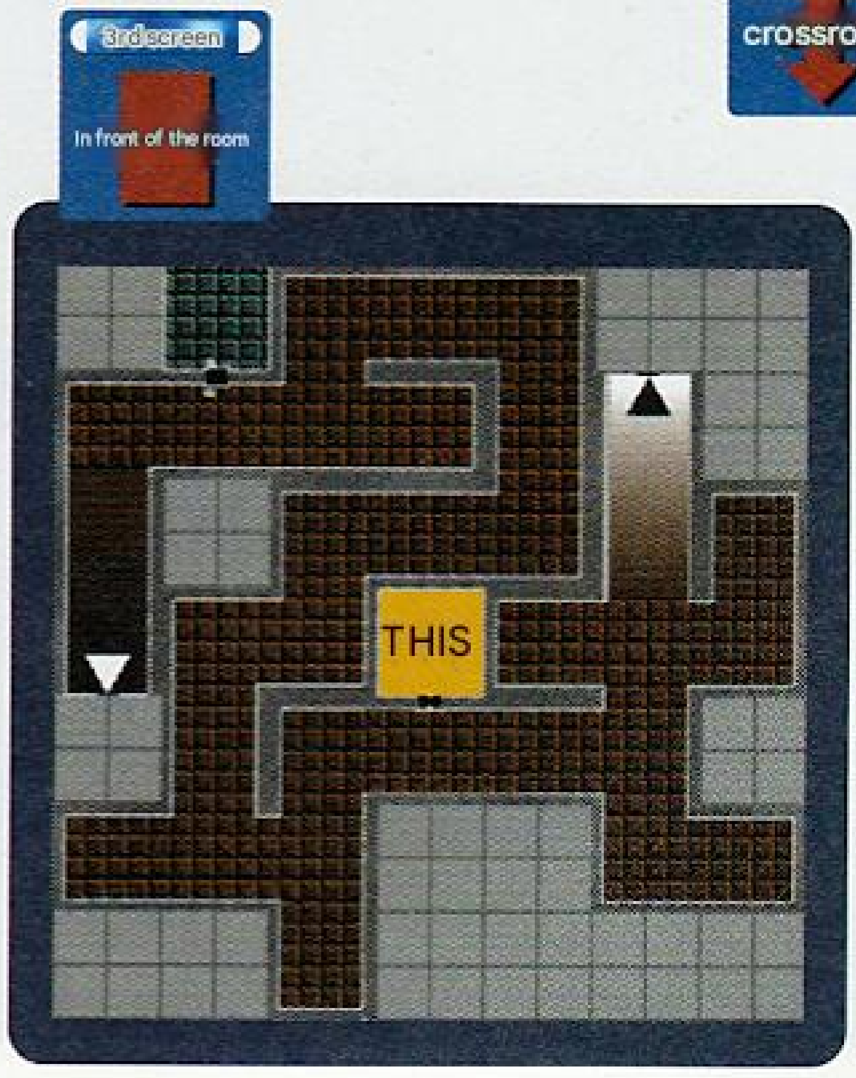
3rd screen
In front of the room
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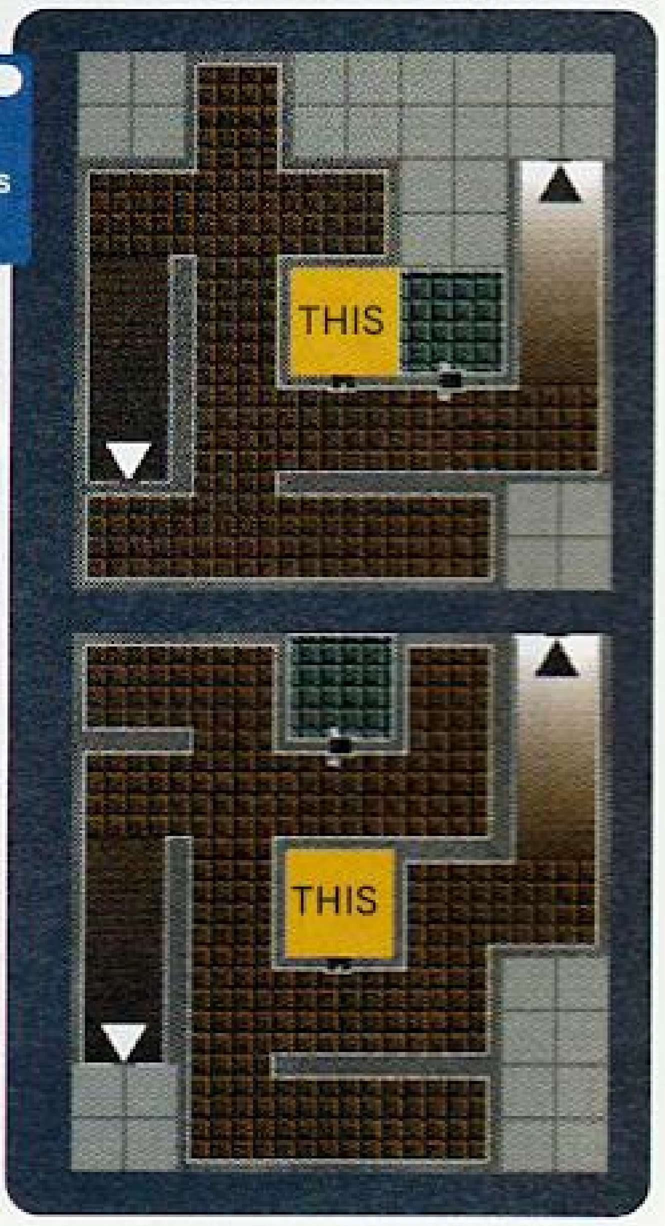
3rd screen
crossroads
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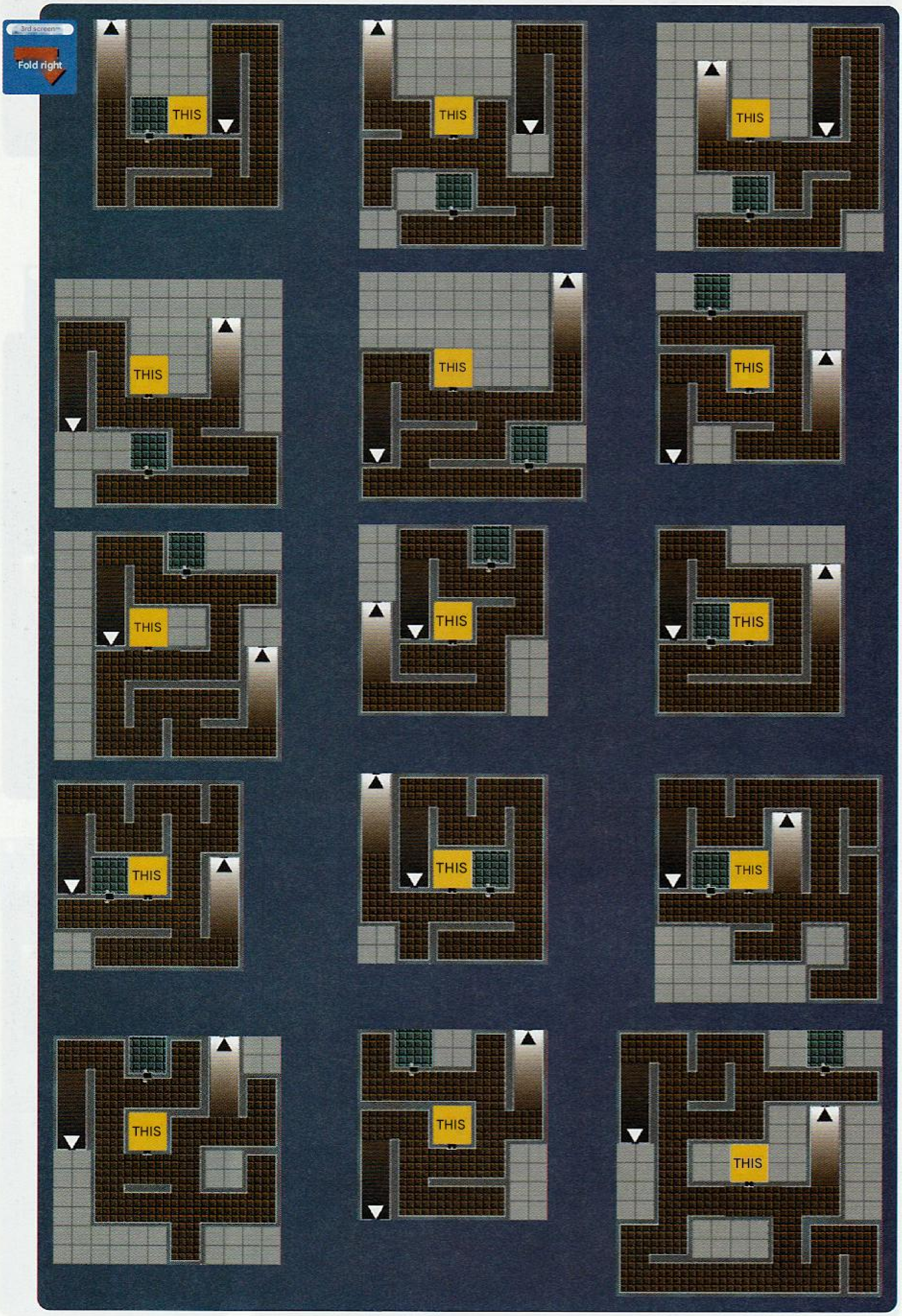
3rd screen
Fold right
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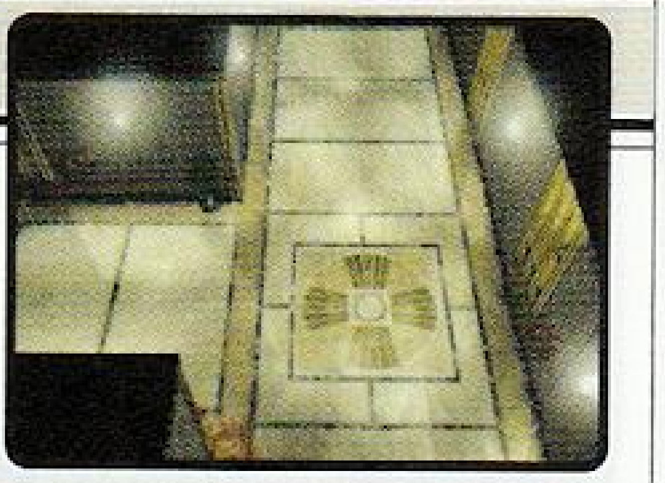
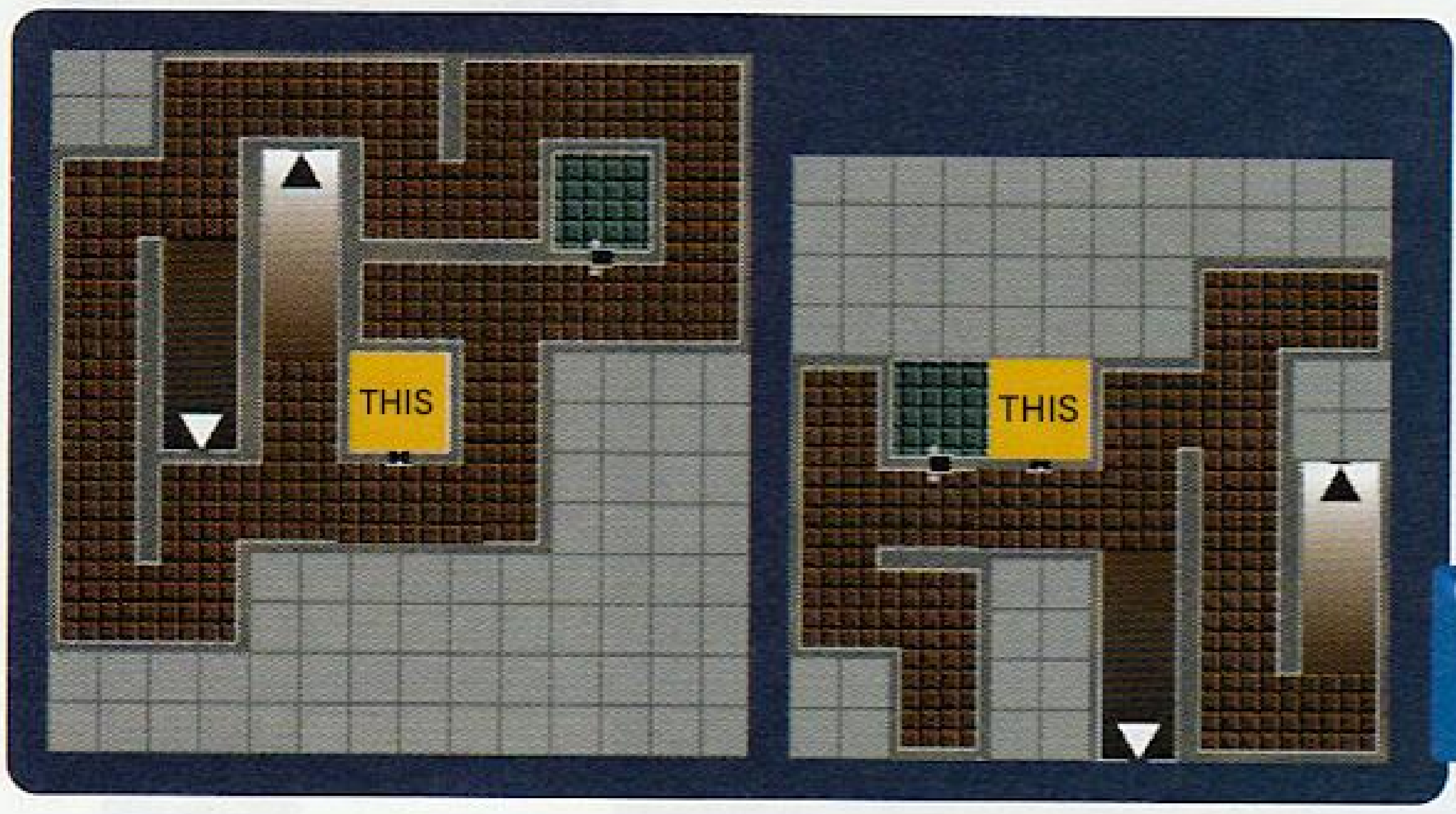
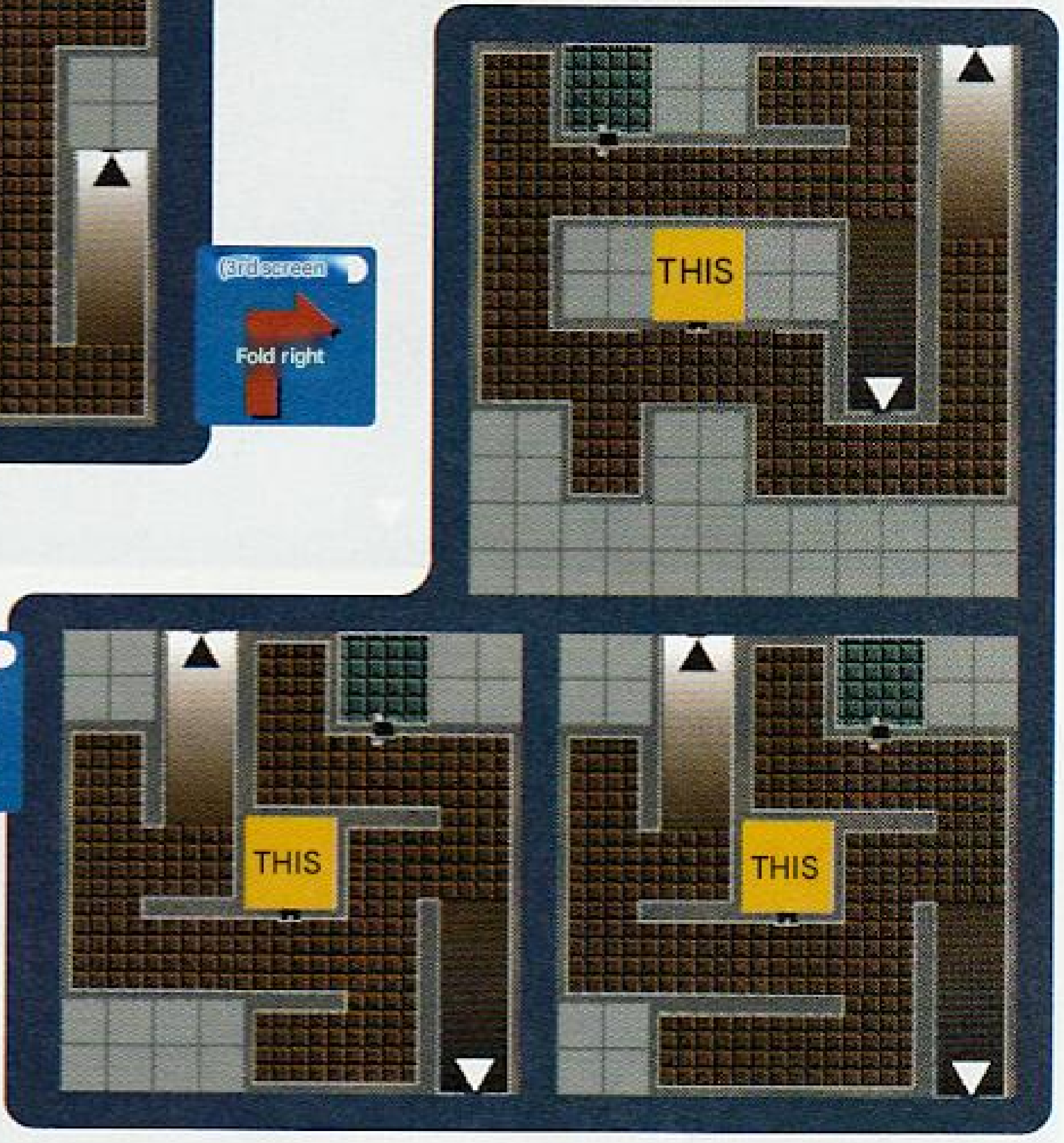
V2nd screen = Go straight & turn left





3rd screen
Fold right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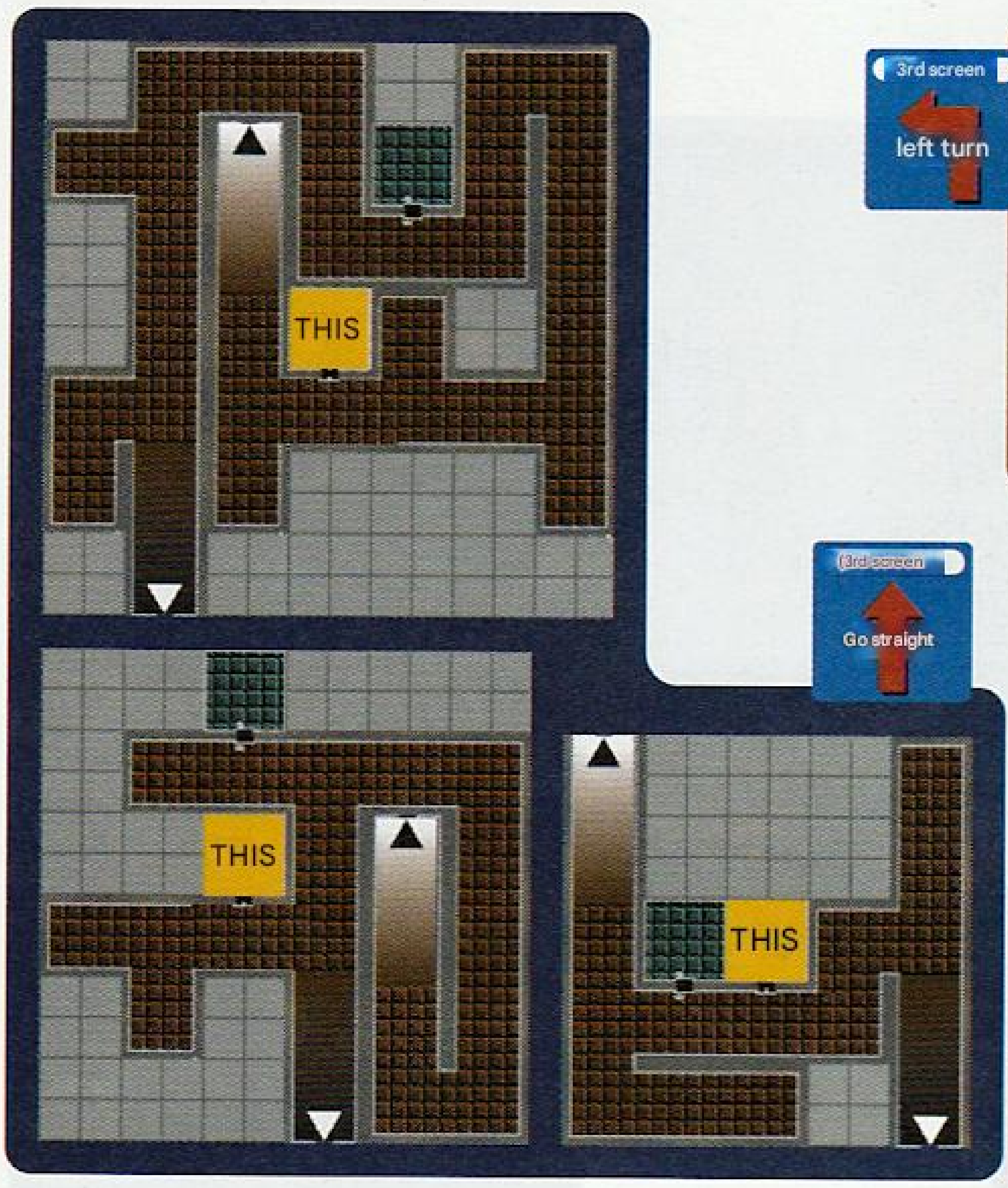
3rd screen
left turn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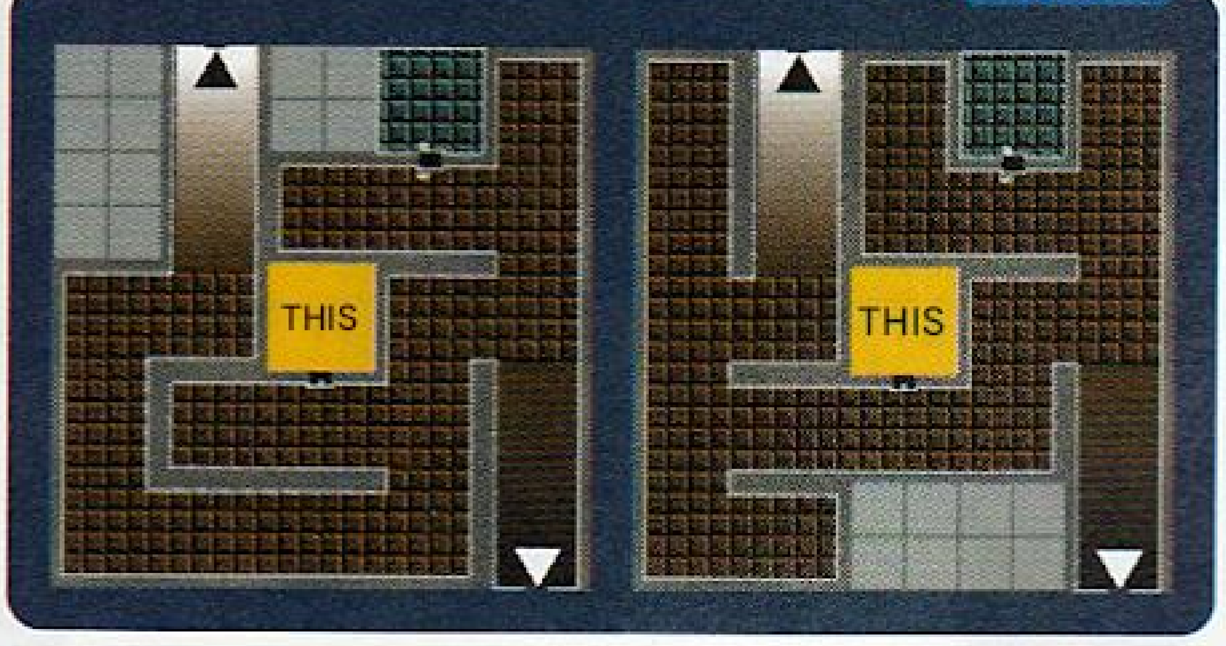
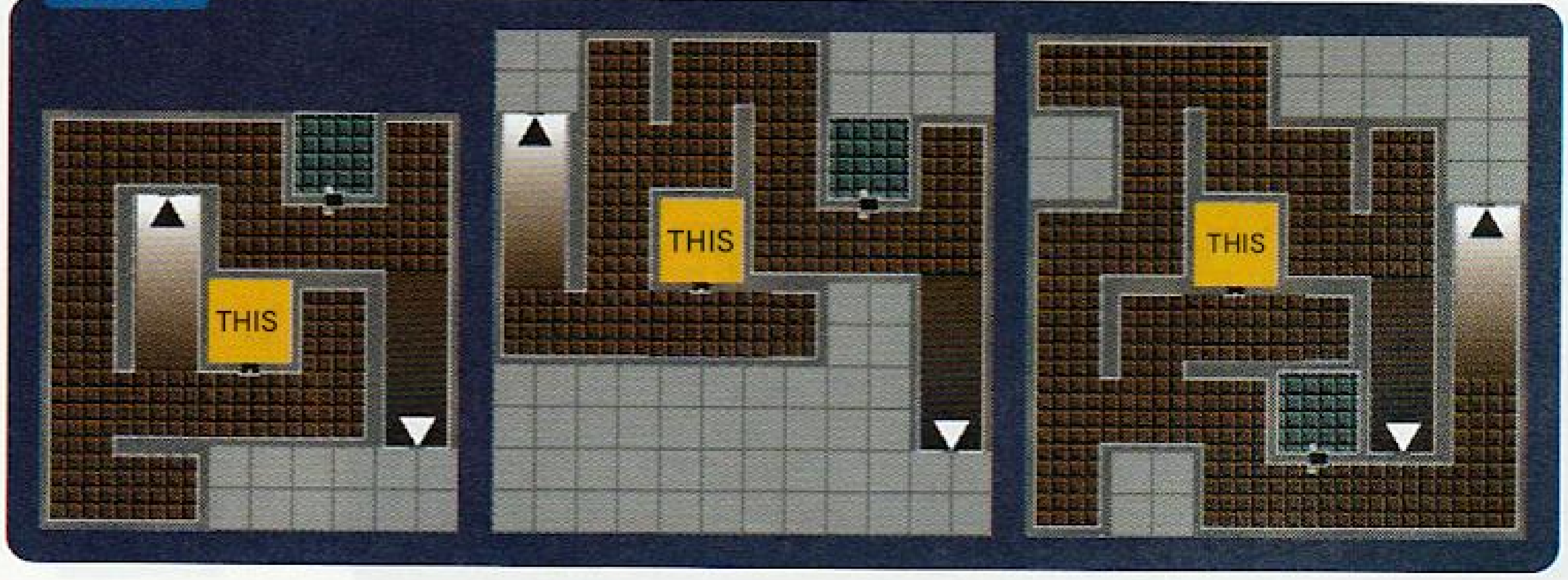
3rd screen
Go straight

3rd screen
Go straight & turn left



3rd screen
dead end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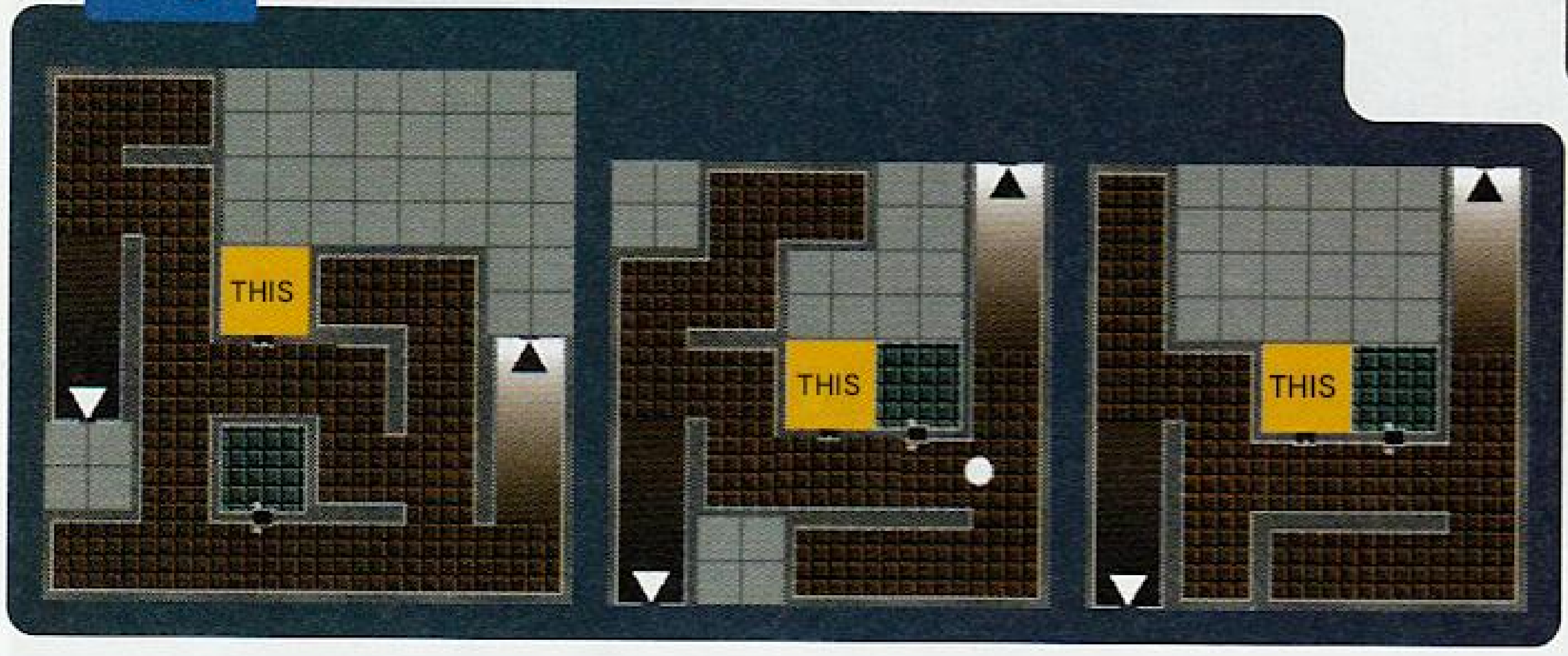
V 2nd screen = Go straight and turn right

3rd screen

Fold right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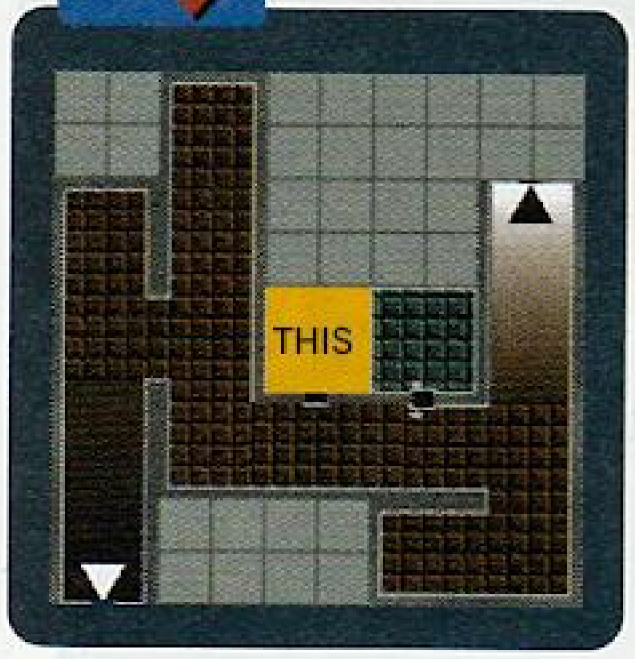
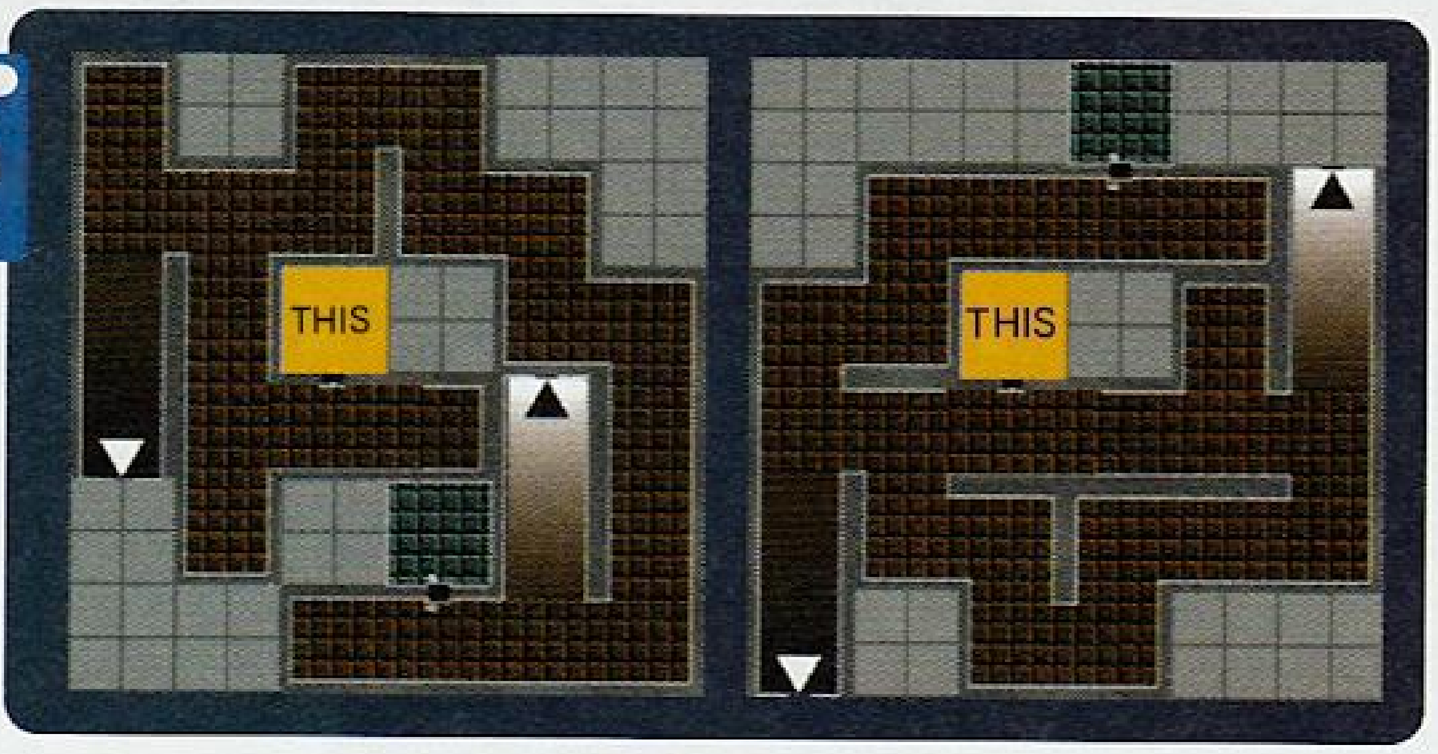
3rd screen

Left turn & right turn



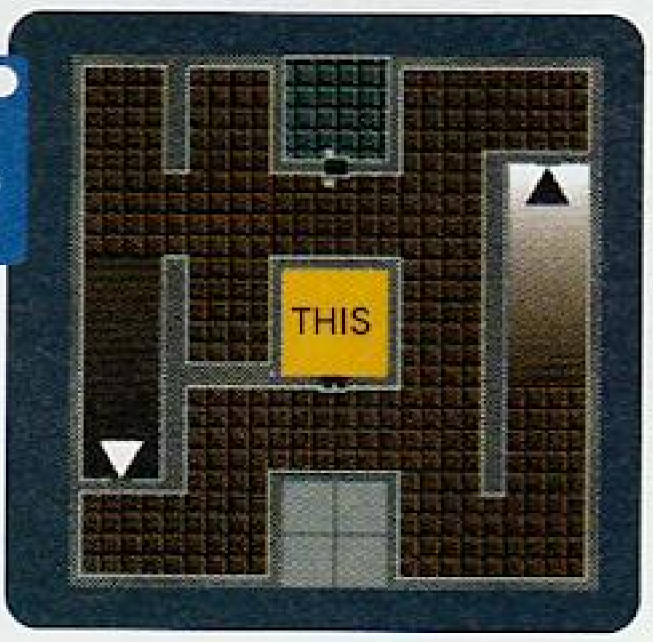
3rd screen

Go straight & turn right



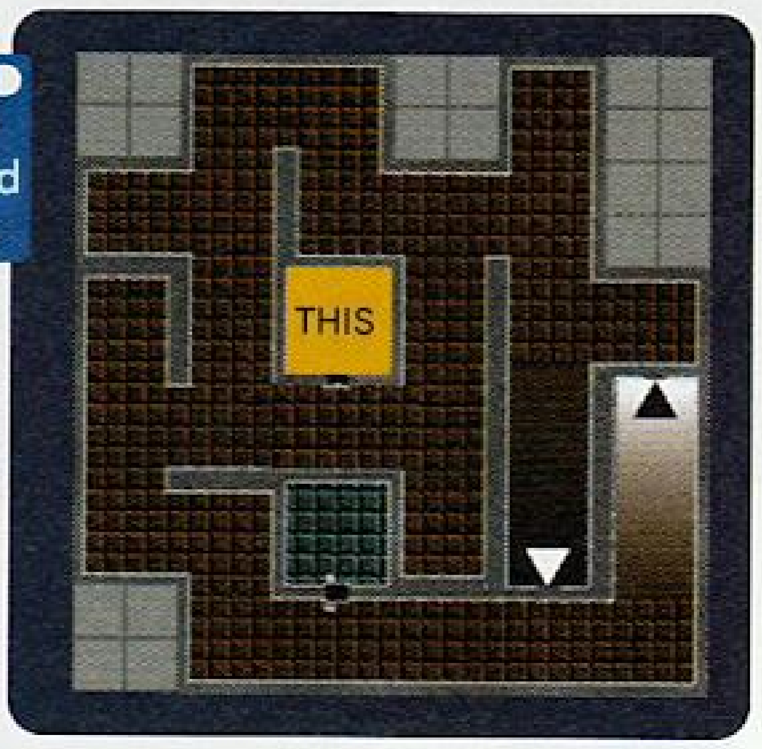
3rd screen

crossroads



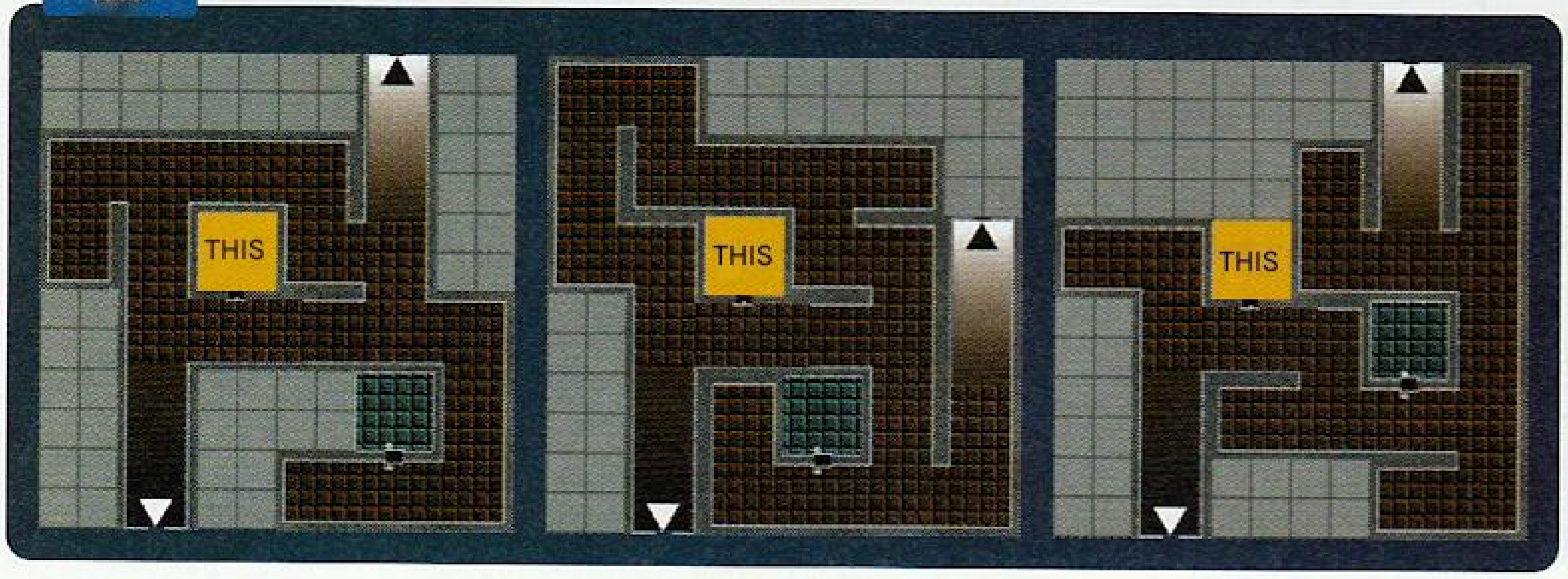
3rd screen

dead end

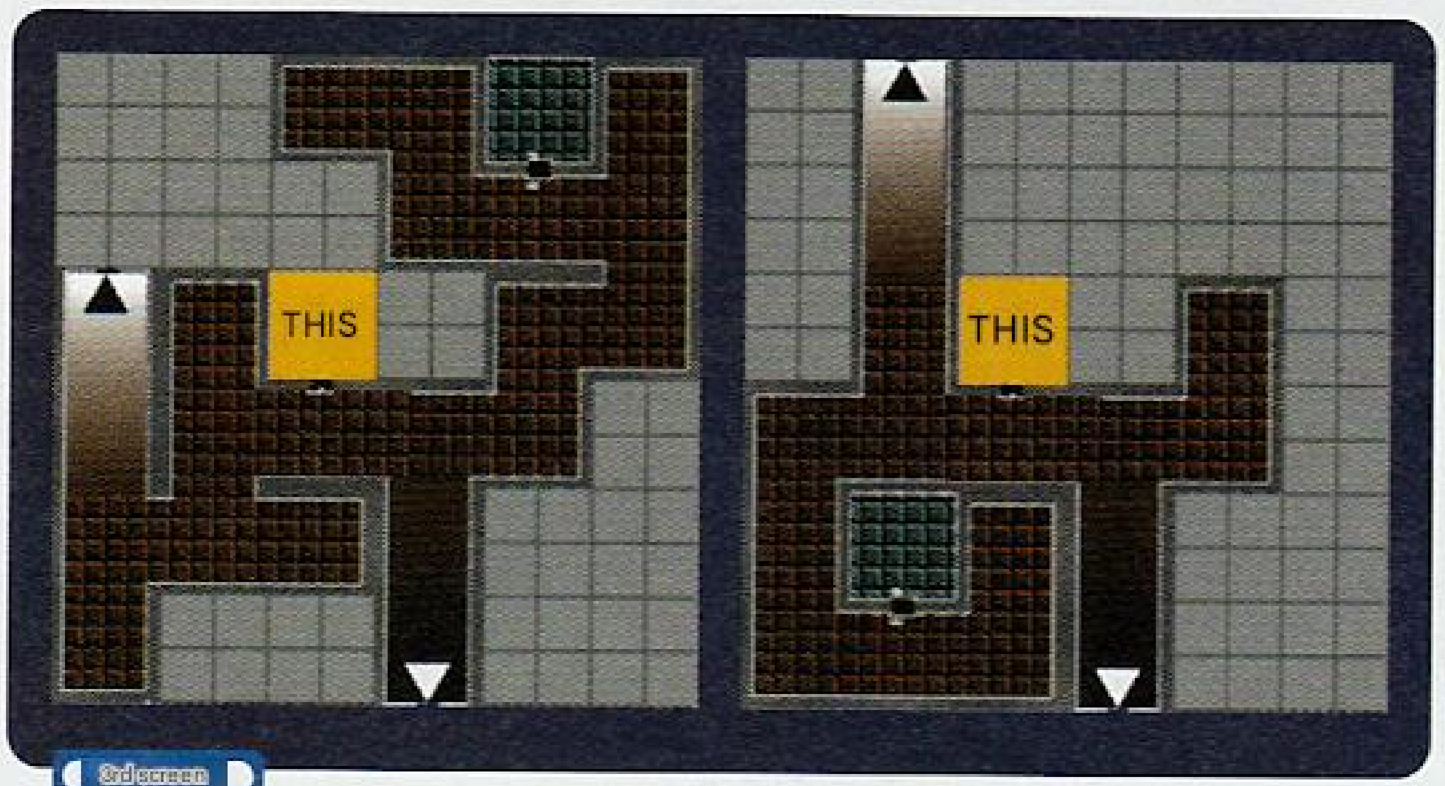


3rd screen

In front of the elevator

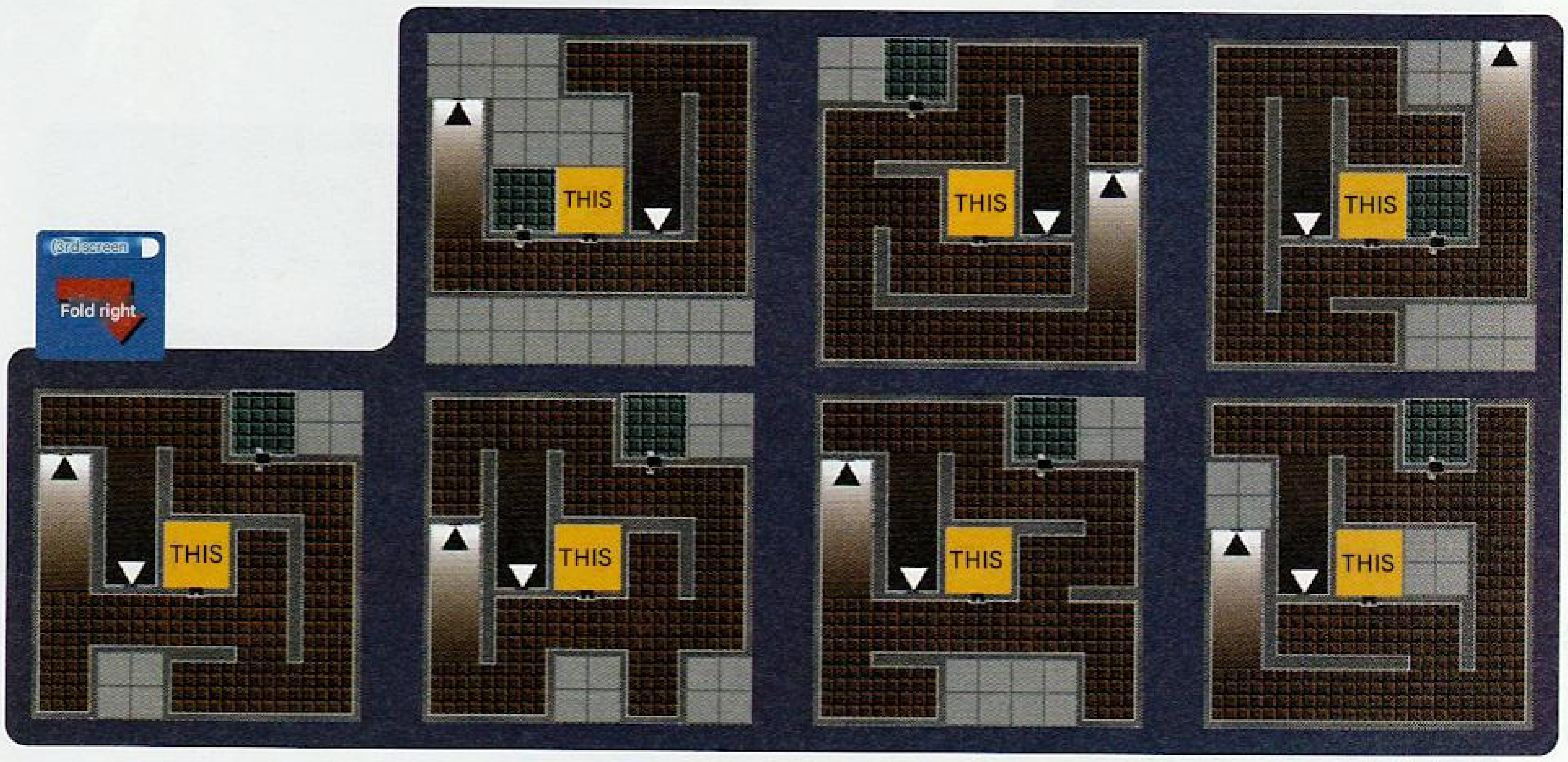

THIS
THIS
THIS

WE 2nd screen = turn left & turn right



3rd screen
left turn

3rd screen
Fold right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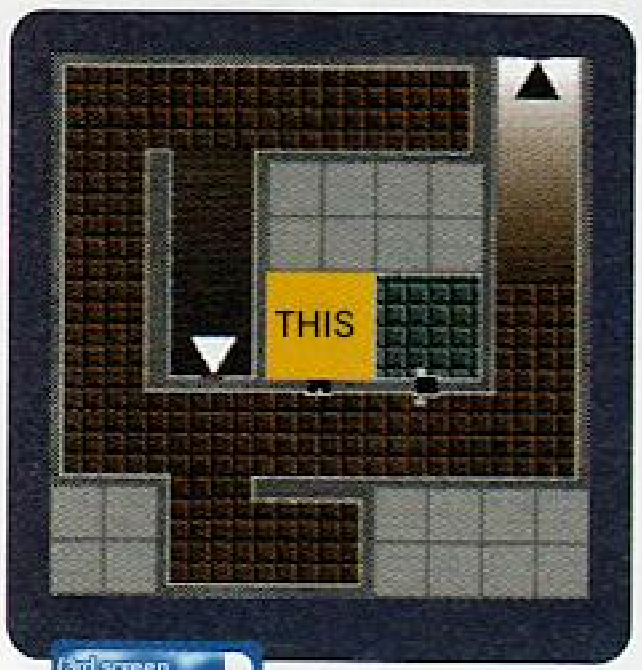
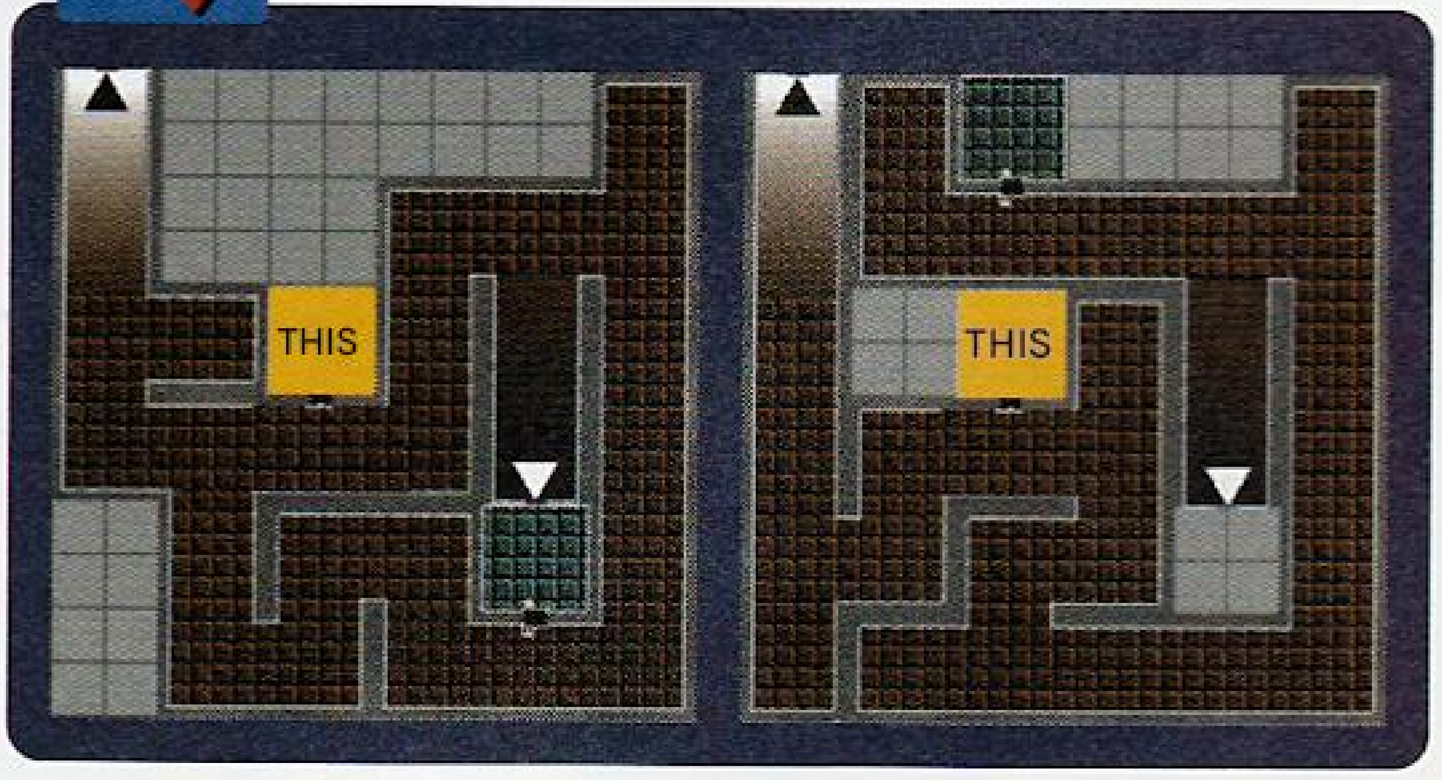
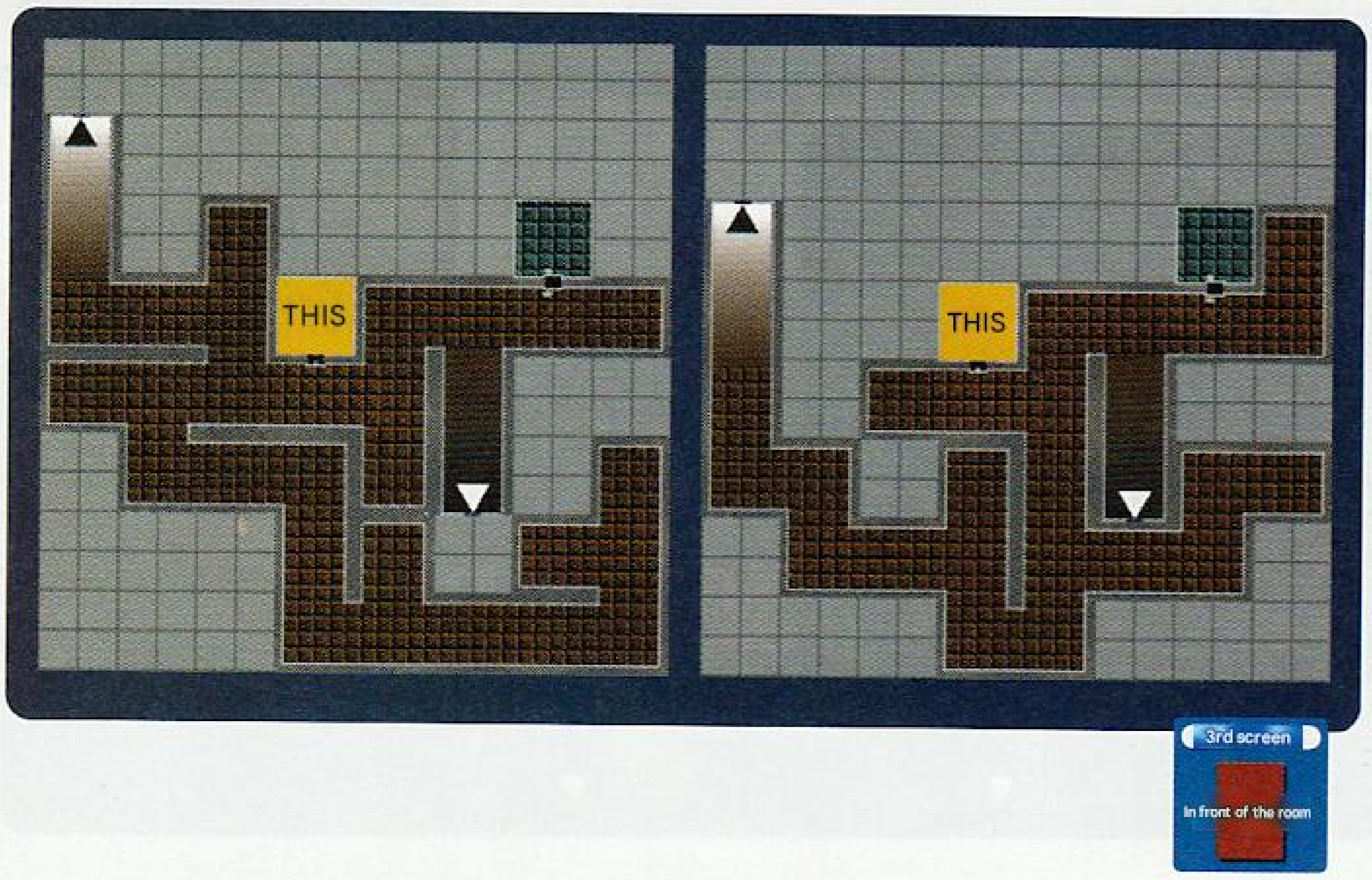
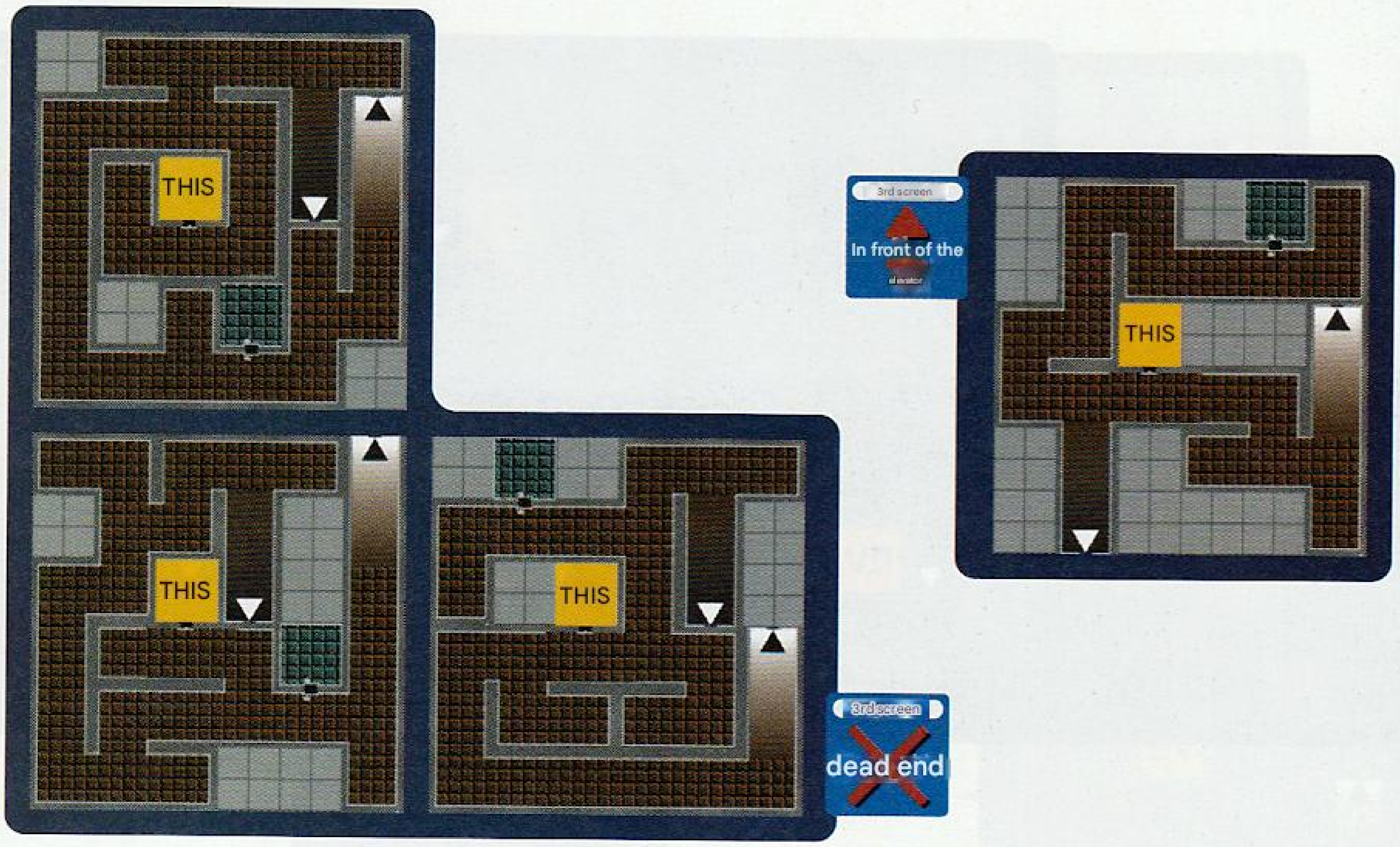


3rd screen
Go straight

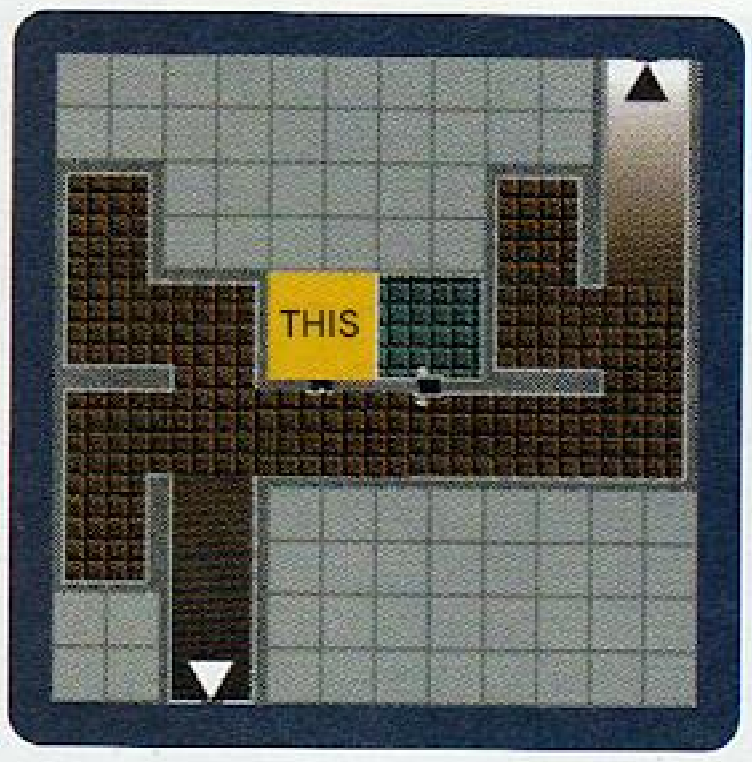
3rd screen
Left turn & right turn




THIS
THIS
3rd screen
In front of the room


THIS
THIS
THIS
3rd screen
In front of the elevator
THIS
3rd screen
dead end

VII 2-screen view = Crossroads



There is

Was this also a resonance?

With a pounding heart, I ran alone through Manhattan and arrived at a certain building, as if drawn by a powerful magnetic field.

The source of that magnetism was the Chrysler-Building, a skyscraper with a huge steel spire overhead, one of Manhattan's most timeless faces, nearly seventy years after its completion.

I saw the building, evacuated and completely closed, emitting an organic glow in the New York night sky, from a window I happened to glance at while chasing Eve at St. Francis Hospital.

Given the circumstances at the time, I couldn't imagine it was Eve's doing. But something inside me—perhaps the mitochondria that gave me this horrible power—was urging me to head for that place.

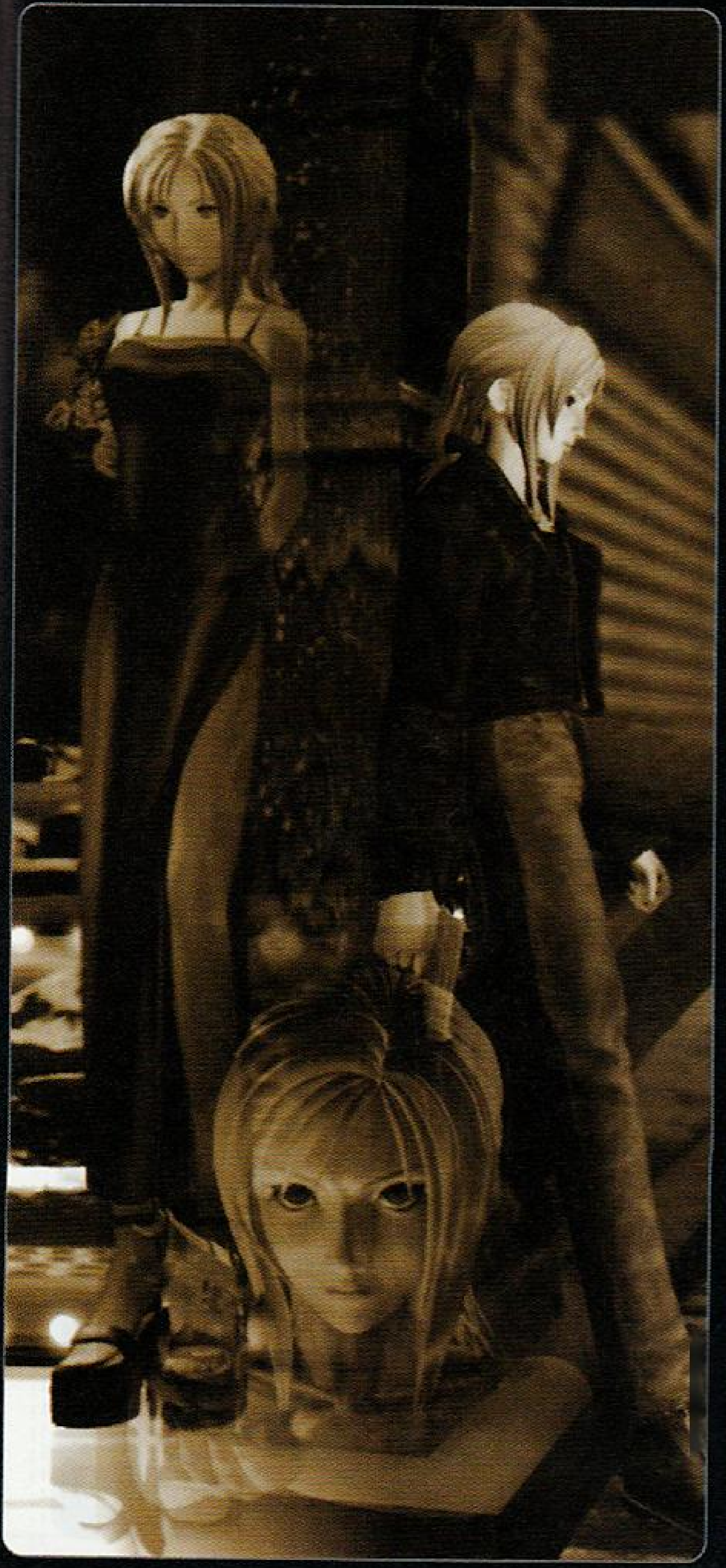
Sure enough, the building was filled with monsters whose mitochondria had gone haywire. Here and there in the maze-like corridors, pathetic creatures influenced by Eve attacked me, the intruder.

I continued on my way up. The presence was growing stronger. My mitochondria were picking up a pulse that was distinctly different from Eve's.

And at the top of the building - the stainless steel spire known as the Vertex - my right eye witnessed a vision once again. A girl frozen in time, still as she was when she was a child. The figure of my older sister, whose return I had been waiting for ever since that day.

Maya was wandering, searching for a way home, shivering with loneliness, trapped in a cage of stagnant time, a vessel for a demonic parasite.

AYA'S DAY EX



MOON

secret technique 50

"50 Secret Techniques" introduces 50 paranormal phenomena related to this work.

"NEXT-FILE" is also packed with overwhelming information, so I highly recommend you give it a read.

Item edition

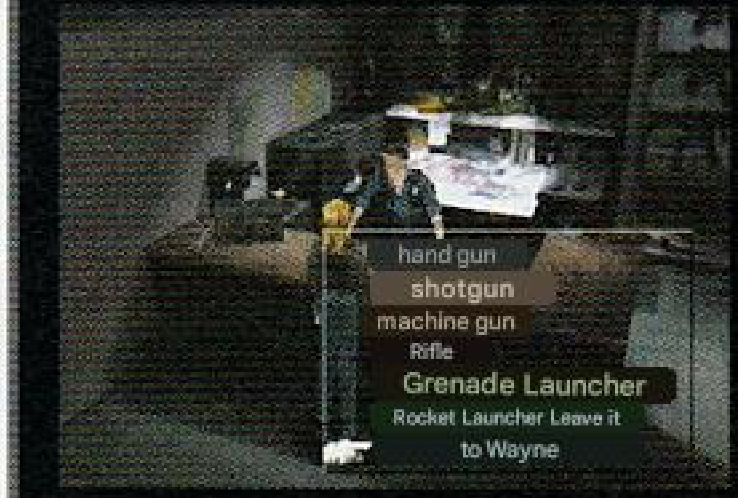
01 Collecting junk can turn out to be such a wonderful thing!

At first glance, junk may seem like a meaningless item, but it has a hidden secret: for every 300 pieces of junk disposed of at the Police Department's Weapons Control Department, Wayne will craft a new weapon for you.

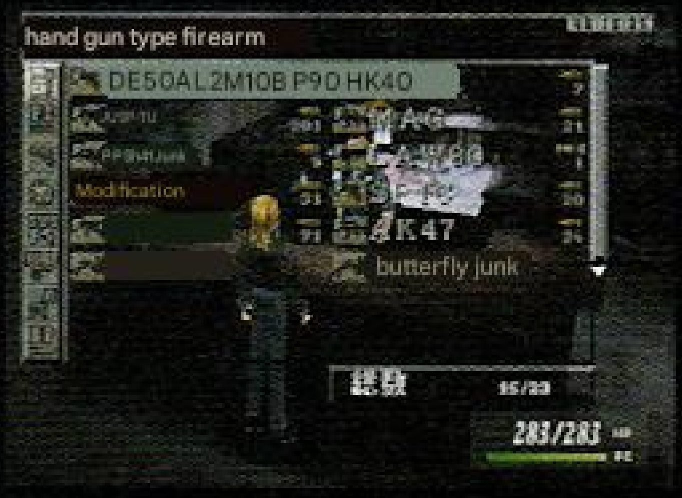
However, if you have disposed of more than 300 pieces of junk before Day 3, you will not be able to have a weapon made until you have disposed of at least one piece of junk on Day 4 or later. In this case, even if you have disposed of more than 600 pieces of junk before Day 3, Wayne will only be able to make one weapon at a time. By repeating the process of disposing of at least one piece of junk, then crafting a weapon, you will finally be able to have a number of weapons made that corresponds to the amount of junk you have disposed of.

All of the weapons Wayne makes are not normally available. Depending on the type you select, you will be guaranteed to get some weapons, while by choosing "Leave it to Wayne," you can get some weapons at random. The table below shows the correspondence between the item you select and the weapons you can get, and you can also have a weapon you already own made again. Also, remember that the number of junk items you discard will be carried over to the next round.

When collecting junk, it would be most efficient to keep stealing from CROW1-2, who appear in places like Zoo Plaza C in Central Park and 1F Corridor A in the Police Station (after the raid), by following the procedure in No. 02 (→P. 285). Incidentally, the staff of this book collected a total of 3,600 pieces of junk and had Wayne create all of the items (see photo below), but no special phenomena occurred as a result.



◆ Every time you dispose of 300 pieces of junk, you can have a weapon made.



*Proof photo of collecting 3,600 pieces of junk. Obtain all items.

List of items you can get with 300 junk

● Select weapon type

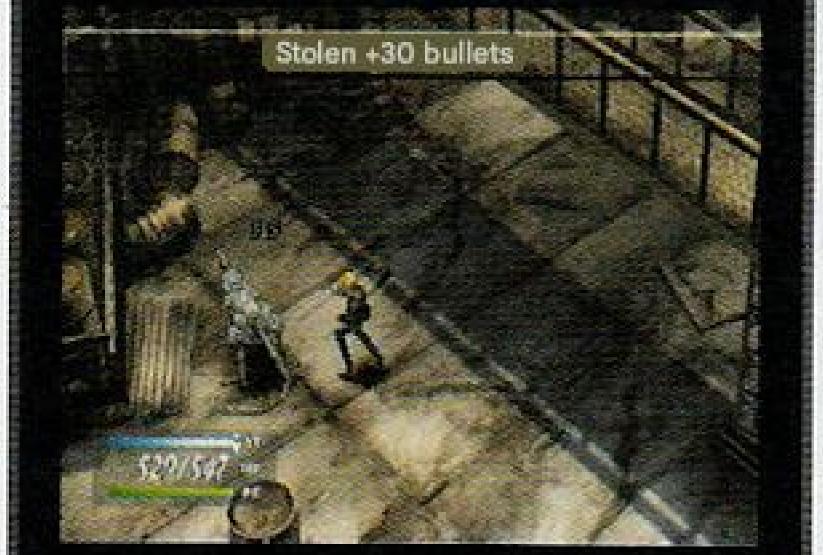
name	selected type
DE50AE2	hand gun
M10B	shotgun
P90	machine gun
MAG	rifle
HK40	grenade launcher
LAW80	rocket launcher

● Select "Leave it to Wayne"

name	type	Appearance rate
YOUR USP	hand gun	42%
SP1C	hand gun	14%
PPSh41	machine gun	14%
AK47	rifle	14%
Junk Kai	——	8%
butterfly junk	——	8%

02 Steal, run, and earn items

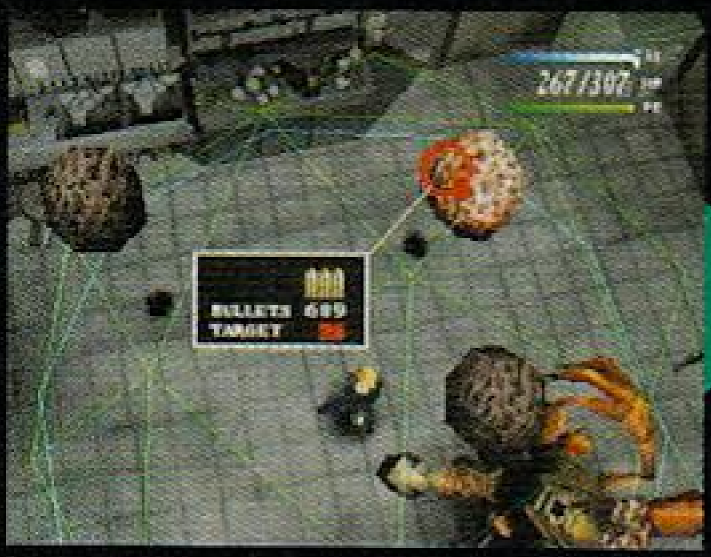
Clubs 2-4 have an additional effect that allows you to steal items from enemies. By using this to encounter enemies that can flee, you can steal their items, then flee before wiping them out, then encounter them again. Repeat this cycle, allowing you to steal items from enemies as many times as you like. To avoid the hassle of re-encounters, it's most efficient to do this in a location with a 100% encounter rate.



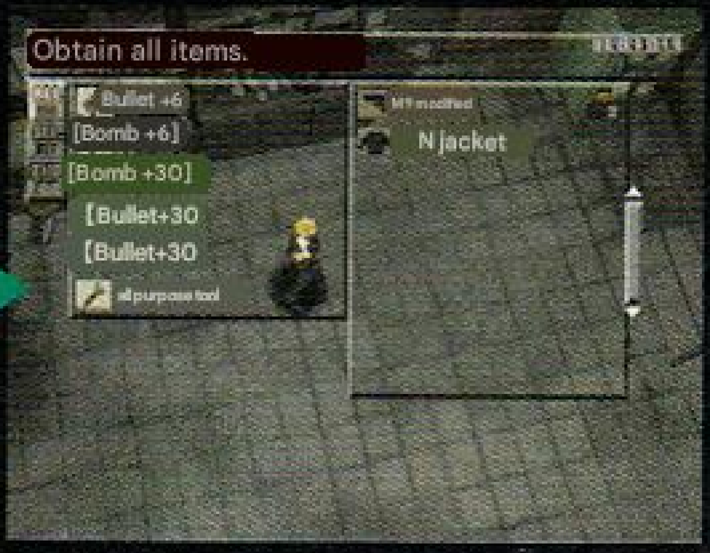
◆It's a good idea to steal bullets from RAT4 and recovery items from TROODON 1.

03 At the end of MIXEDMAN-BALL, you can get valuable items.

The MIXEDMAN-BALLs (hereafter referred to as "balls") generated by MIXEDMAN1-2 are troublesome because even if they are destroyed, they will be generated and fired again as long as MIXEDMAN himself is present. However, when the 95th ball is generated, not only will all the balls on the screen suddenly become gigantic, but MIXEDMAN will no longer generate balls in that battle. Furthermore, if you eliminate all enemies with 95 balls in play, the item dropped by MIXEDMAN as loot will change to a utility tool, and the item dropped by the giant ball will change to +30 bullets. It's a good idea to use the utility tool when you need a utility tool or when you're low on bullets. However, be aware that from the second time onwards, the item dropped by MIXEDMAN will change from the utility tool to either a full recovery or a panacea.



◆ Keep destroying the balls until the 95th one appears.
When you move it, the ball on the screen becomes larger.



Obtain all items.

◆And the spoils from MIXEDMAN
And so a valuable all-purpose tool emerges.

04 What kind of prizes can you get from the quiz machine?

If you answer correctly the questions posed by the quiz machines (7 in total) in the museum, you will receive a prize from each one. The type of prize is the same for all machines, and is determined by the probability shown in the table below depending on how many times you have tried to get the answer right. However, if you get the answer right after the third time, you will not receive a prize.

● If you get the answer right on the first try

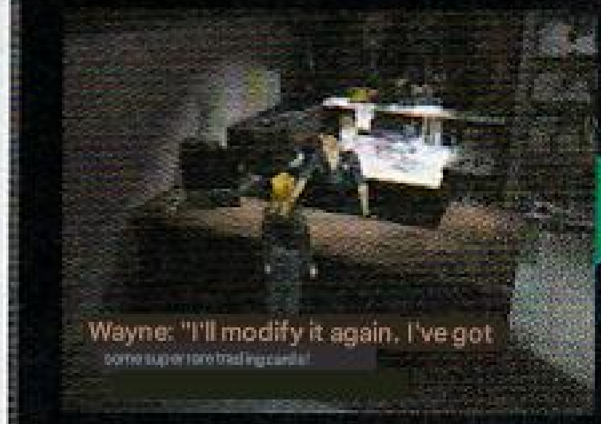
Healing agent 3 (6/16)	Bullet +30 (6/16)	Healing agent 4 (2/16)	Resuscitation Potion	(1/16) Tools (1/16)

● If you get the answer right on the second try

Recovery Agent 2 (6/16)	+15 bullets (6/16)	Recovery agent 3 (2/16)	Bullet +30 (2/16)

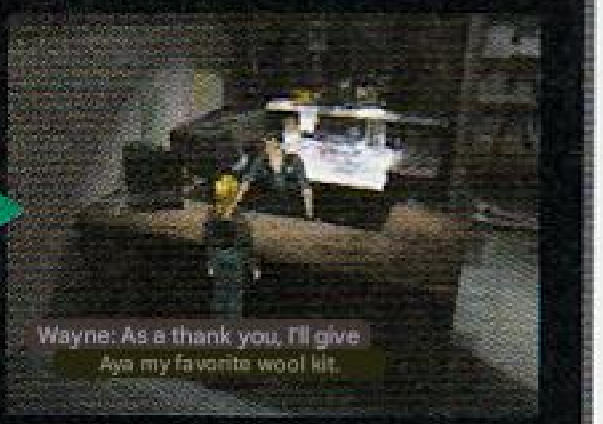
05 How to get your toolkit and all-purpose toolkit

If you give the rare trading cards you get at the Chrysler Building to Wayne at the Police Department's Weapons Control Department, you can modify your equipment up to two times in a row each time. After performing this modification 10 to 13 times in total (the number of modifications can be carried over to the next round), if you look at your rare trading card collection on Day 4 or later, Wayne will give you a toolkit. Additionally, if you perform a total of 14 or more modifications using rare trading cards, you will receive a utility toolkit. Having both the tool and utility tool, which can be used multiple times, will make tuning up your equipment much easier.



Wayne: "I'll modify it again. I've got some super rare trading cards!

◆ Collect 5 or more rare trading cards
Modify your equipment a total of 10 times.

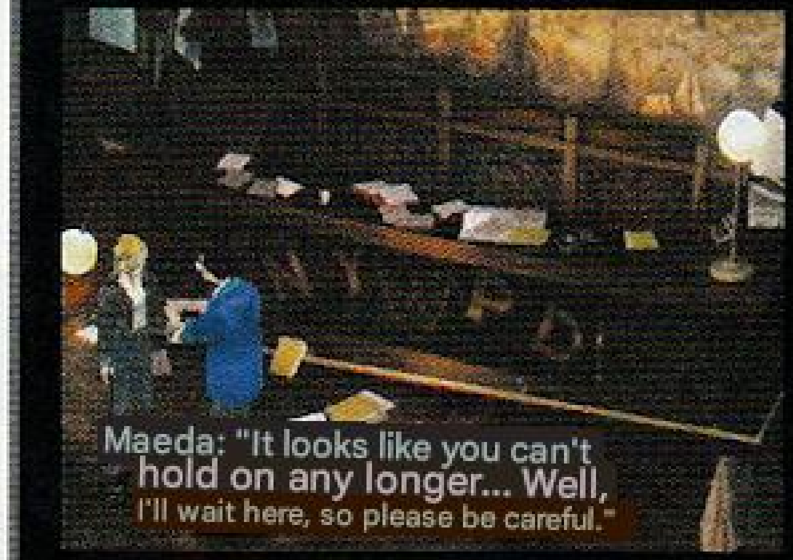


Wayne: As a thank you, I'll give Aya my favorite wool kit.

🡅 See Wayne's collection
You will receive a toolkit.

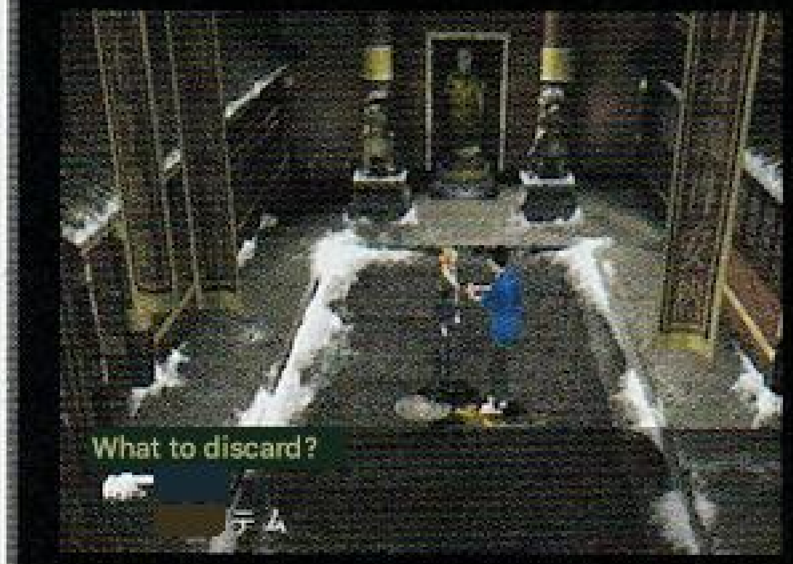
06 Various issues that occur when your inventory is full

If Aya's inventory is full, she will be unable to obtain any more items, which is a difficult situation. However, if you take the following action at this time, a message that you would not normally see will be displayed.


Maeda: "It looks like you can't hold on any longer... Well, I'll wait here, so please be careful."

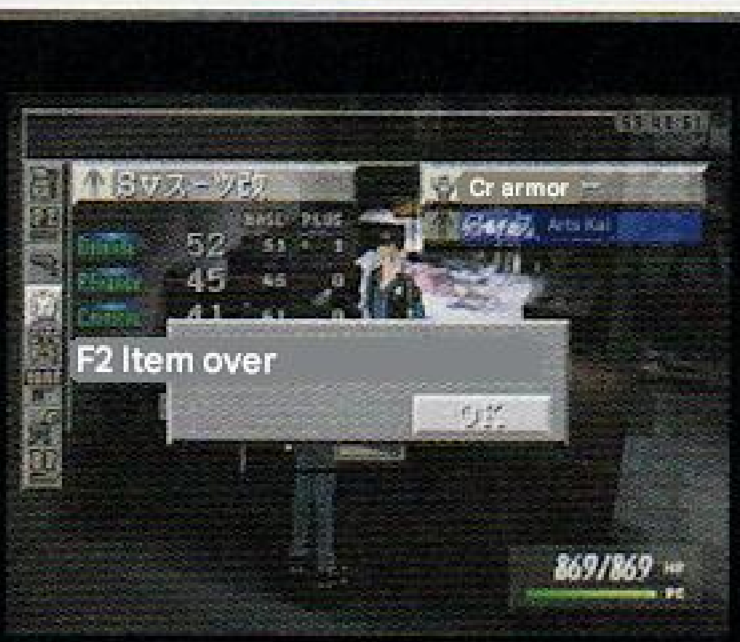
Try to get Hamaya or Mayokenosuzu from Maeda

◆ Maeda gives up on handing over the amulet. This is effective for saving inventory space.


What to discard?

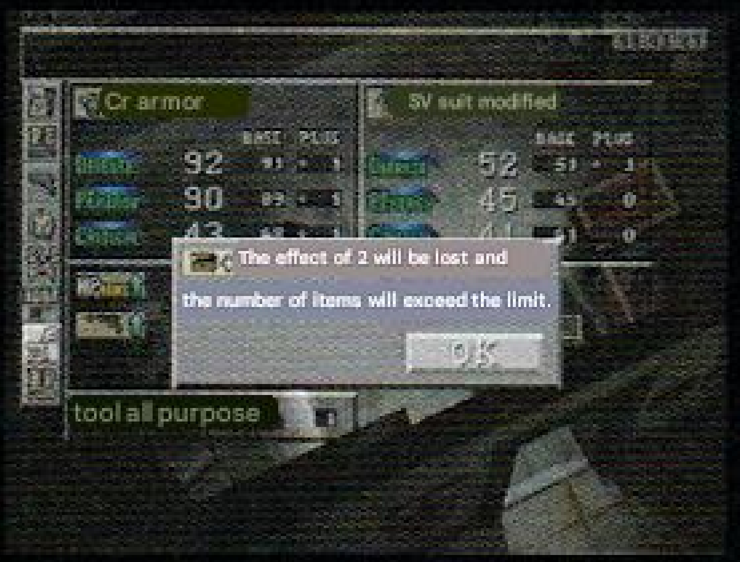
Trying to get essential items such as Naritasan

◆ You cannot refuse to receive the item; you will have to discard it to reduce the number of items you own.


F2 Item over
Cr armor
OK
869/869

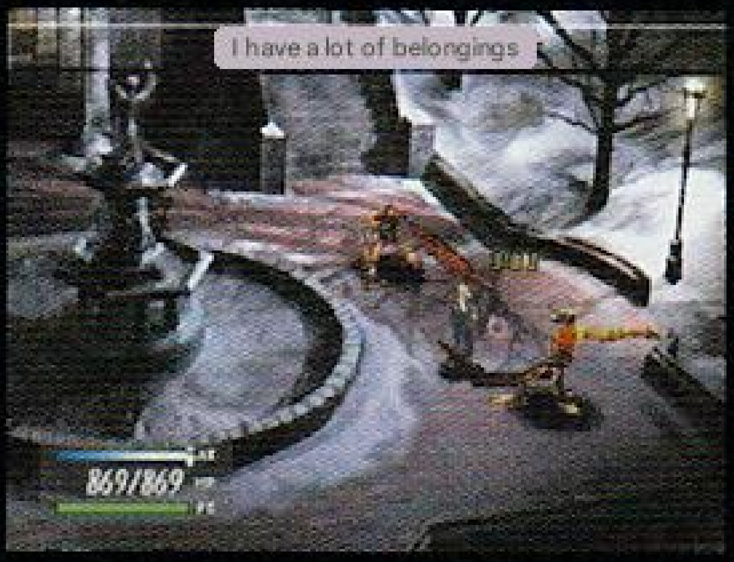
Attempting to remove armor with the additional effect of "Slot"

◆ A warning message will appear because the number of items you can carry will decrease.


The effect of 2 will be lost and the number of items will exceed the limit.
Cr armor
SV suit modified
BASE PLUS
92
90
52
45
OK
tool all purpose

Trying to remove the "slot" of equipped armor

◆ This cannot be done either because the number of items you have exceeds the limit.

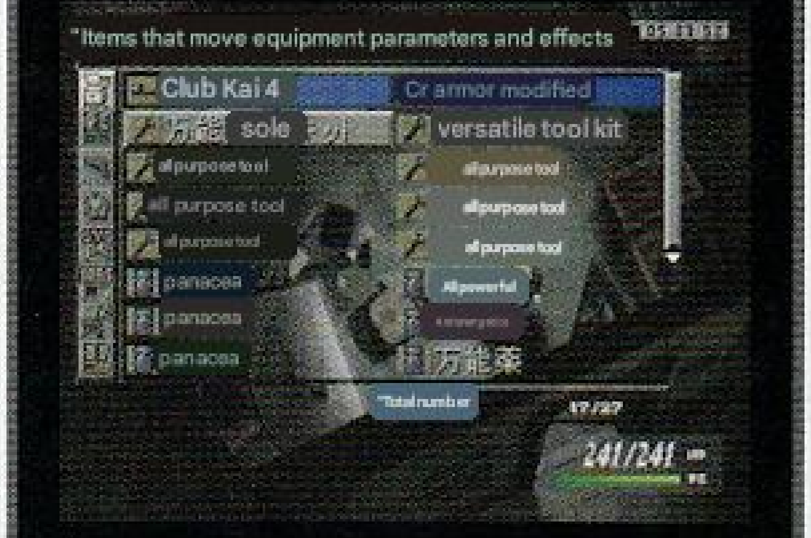

I have a lot of belongings

Attempt to steal an item from an enemy with a club-type weapon

◆ You cannot steal items during battle until you use them or discard them.

07 Get unlimited toolkits

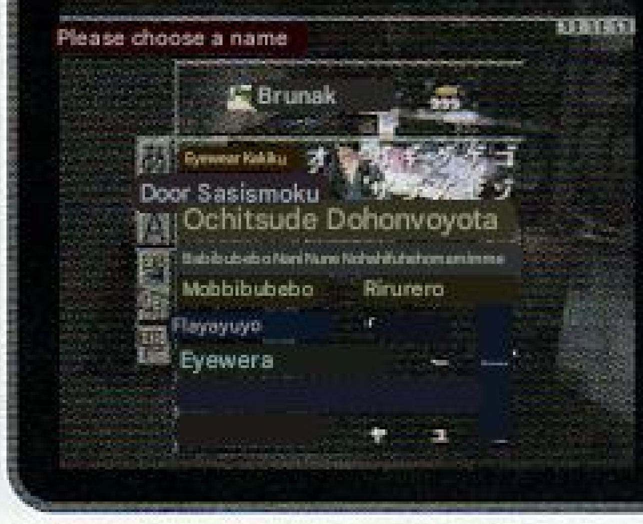
Obtain a Toolkit (or Universal Toolkit) using method No.05 (→P.285) and then defeat the complete form. Then, on Day 4 of the next Round, if you check the Rare Trading Card Collection at the Police Station's Weapons Control Department, you will receive another Toolkit (Universal Toolkit). However, there is no benefit to having multiple copies.


"Items that move equipment parameters and effects
Club Kai 4
Cr armor modified
sole
versatile tool kit
all purpose tool
all purpose tool
all purpose tool
panacea
panacea
panacea
All powerful
万能薬
"Total number
241/241

◆ You can obtain as many toolkits as you like by repeating the steps in the text.

Change the name of the equipment at the police station.

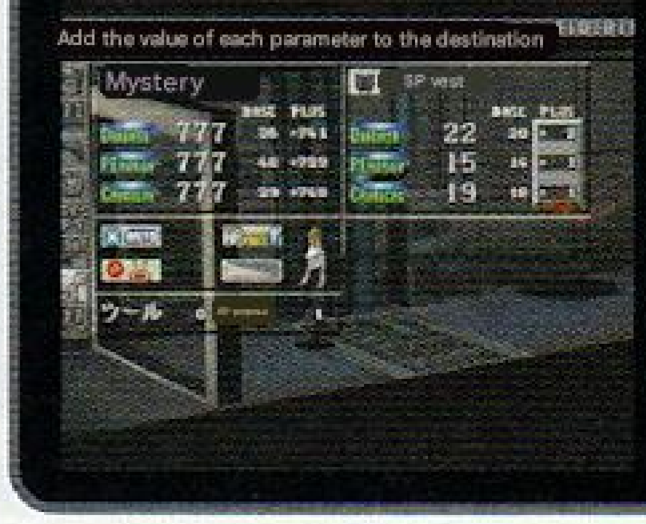
After Day 4, if you have equipment with all stats above 100 when you finish talking to Wayne at the Police Station/Weapons Control Department, you can freely rename that equipment. However, when you select a weapon (or armor) to rename, the previously renamed weapon (or armor) will be reverted to its original name.


Please choose a name
Brunak
Door Sasismoku
Ochitsude Dohonvoyota
Mobbibubebo
Rirurero
Flayayuyo
Eyewera

⬅ You can change the name of the equipment.

09 How to use the all-purpose tool stolen from the perfect form

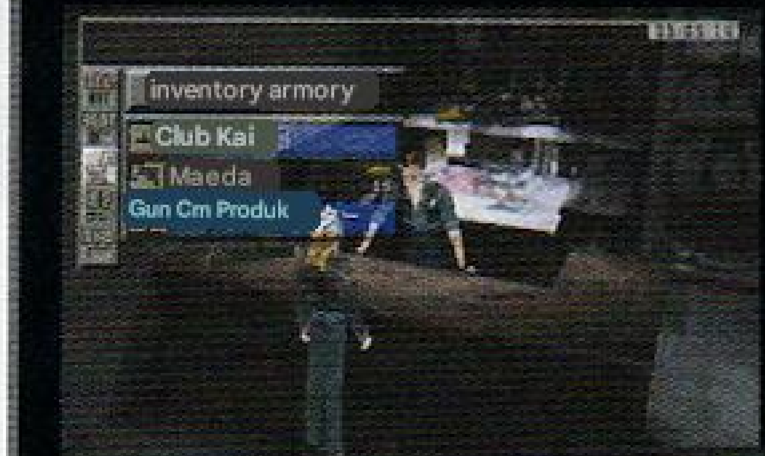
You can steal a utility tool from the Perfect Form/3rd Form. However, any items you have at that time (except for renamed equipment) cannot be carried over to the next round. Therefore, if you are in an event where you have to escape from the Perfect Form/5th Form, it is a good idea to tune up your renamed equipment with a utility tool. This way, the stolen utility tool will not go to waste.


Add the value of each parameter to the destination
Mystery
SP vest
BASE PLUS
777
777
777
22
15
19
ツール

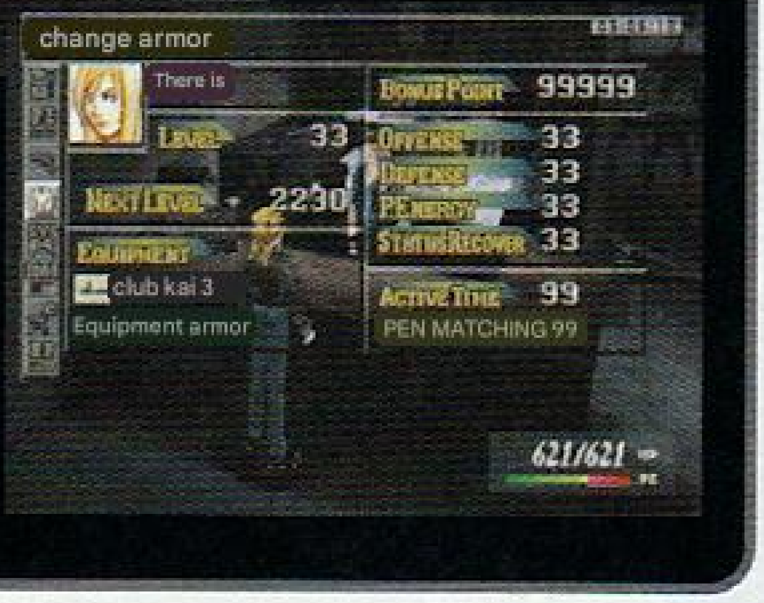
⬅ The tool is used before clearing the stage.

10 If you use Tune-Up to remove equipped weapons and armor...

When tuning up with the tool, the equipment of the sender will disappear. If you delete a weapon you are currently equipped with using this method, the sender will automatically be equipped with a club-type weapon. On the other hand, if you delete armor you are currently equipped with, even if you have other armor, you will remain in a "no armor equipped" state. This phenomenon can also be seen when you discard armor you are currently equipped with on the menu screen.


inventory armory
Club Kai
Maeda
Gun Cm Produk

◆If you delete an equipped weapon, a club will automatically be equipped.

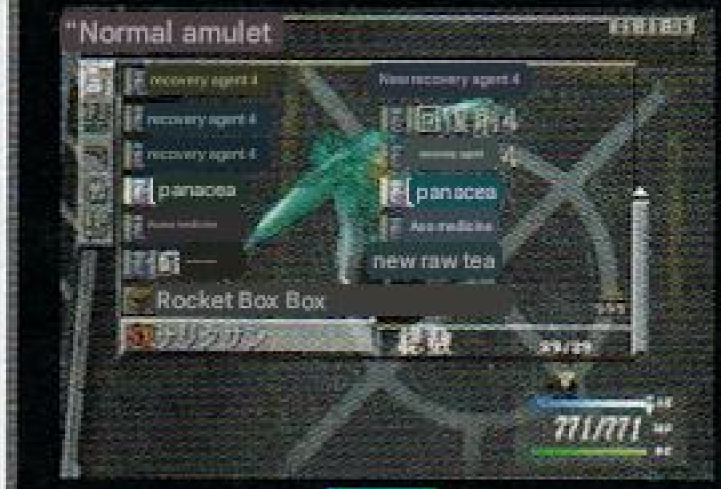

change armor
There is
Equipment armor
621/621

Level 33
Next Level 2230
Equipment club kai 3
Bonus Point 99999
Offense 33
Defense 33
PE Energy 33
Status Recover 33
Active Time 99
PEN MATCHING 99

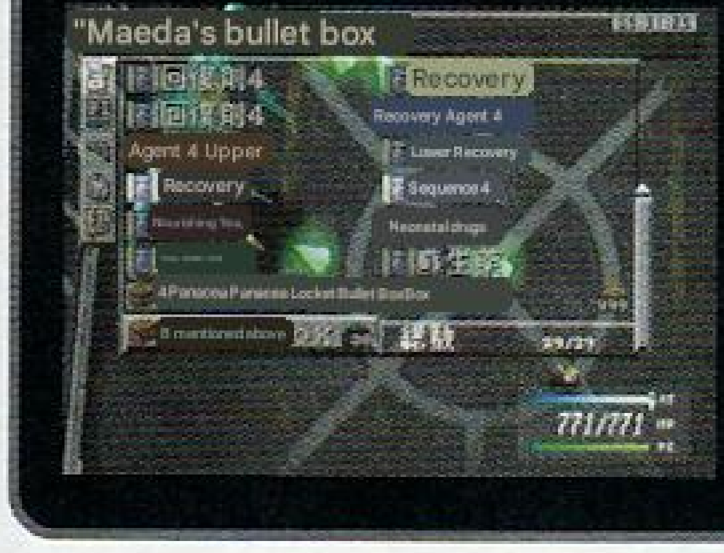
◆When you remove equipped armor, you will be left with no equipped armor.

11 Why I can't throw away Naritasan

The Narita-san given to you by Maeda cannot be discarded or stored in the warehouse. This is to avoid a situation where your inventory is full and you are unable to obtain Maeda's ammo box during a battle with the perfect form. In this case, Narita-san will automatically disappear when you receive Maeda's ammo box, freeing up space in your inventory.


"Normal amulet
recovery agent 4
recovery agent 4
recovery agent 4
panacea
New recovery agent 4
panacea
new raw tea
Rocket Box Box
771/771

◆ It's okay if your inventory is full when you try to get Maeda's bullet box.


"Maeda's bullet box
Recovery
Recovery Agent 4
Agent 4 Upper
Recovery
Laser Recovery
Sequence 4
Neonatal drugs
4Panacea Panacea Locket Bullet BoxBox
8 mentioned above
771/771

◆ You can obtain Maeda's Bullet Box by exchanging it with Narita-san.

12 Equipment that can no longer be obtained in the game

There are some weapons and armor that were removed from the game just before it was completed due to various reasons. Here, we will introduce the data for those weapons and armor.

The rare club was supposed to be obtainable in "Leave it to Wayne" in No.01 (→P.284). The M500 Modified 1 and M79 Modified 5 were weapons that were supposed to be in the treasure chest in the Chrysler Building. The dress was supposed to be Aya's armor at the beginning of Day 1 (the so-called starting equipment). The true identity of the fake Maeda Gun remains a mystery.

name	Attack power	Hit distance	Number of bullets	Number of slots	Additional effects	Where it could be obtained (or should have been available)
rare club	102 (100+2)	10 (10+0)	0 (0+0)	2/3	◖Preemptive ◖Plunder Attack	E...Police Station Map 91 (obtained with 300 junk)
Fake Maeda cancer	1 (1+0)	60 (60+0)	15 (15+0)	1/1	none	not clear
M500 modified to 1	76 (75+1)	67 (67+0)	6 (6+0)	5/9	◖Rate of fire ◖3 Burst	10... Chrysler Building
M79 modified to 5	94 (94+0)	69 (68+1)	11 (10+1)	4/7	none	10... Chrysler Building 5

name	Defense	PE defense	CR avoidance	Number of slots	Additional effects	Where it could be obtained (or should have been available)
dress	—	—	—	—	none	(Inventory at start)

13 I opened all the probability treasure chests 100 times!!

Among the treasure chests, there are some called "probability treasure chests," in which the item you can obtain is determined by a set probability from two to three types (although some of them do not look like treasure chests). When it comes to probability, the staff of this book get excited. Even though Square provided us with official materials, To find out how reliable probability is, we opened all 55 probability treasure chests (excluding the Chrysler Building) 100 times each, a total of 5,500 times, and checked the items that appeared. The results are shown in the table below. With a sample size of 100 times, some parts may not be very convincing, but please compare it with the official data published in CELL5 (→P.166~). You should be able to get a sense of how mysterious probability is.

Items obtained from the probability treasure chest and actual probability

Map number (published page)	Where to get it	Item name	Actual probability
carnegie hall			
14 (P.176)	Prop room A • treasure chest	recovery agent 1	67%
		Bullet +6	33%
16 (P.176)	prop room Treasure chest in front	Attack power +1	42%
		Defense +1	58%
27 (P.179)	Sewer 1F treasure chest under the stairs	recovery agent 1	68%
		Bullet-+6	32%
27 (P.179)	Sewer 1F, treasure chest at the back left	recovery agent 1	29%
		Bullet +6	71%
27 (P.179)	Sewer 1F Treasure chest on the right	Attack power +1	82%
		Defense +1	18%
28 (P.179)	Sewer 1: Secret room central treasure chest	poison cure	54%
		Bullet +15	46%
28 (P.179)	Sewer 1: Hidden Room • treasure chest in the back	Hit distance +2	55%
		PE defense +1	45%
28 (P.179)	Sewer 1: Hidden Room • treasure chest on the right	Attack power +1	74%
		Attack power +2	26%
central park			
34 (P.186)	Park entrance B Treasure chest in the forest	recovery agent 1	46%
		Bullet-+6	54%
35 (P.187)	zoo entrance • treasure chest on the left	recovery agent 1	41%
		Bullet +6	59%
35 (P.187)	zoo entrance • treasure chest on the right	recovery agent 1	43%
		Bullet +6	57%
36 (P.187)	Zoo plaza A Treasure chest in front	M9	36%
		P8	64%
36 (P.187)	Zoo plaza A • treasure chest in the back	tool	88%
		Bullet +15	12%
39 (P.187)	subtropical corner Treasure chest in front	Defense +1	33%
		Defense +2	67%
42 (P.189)	Zoo Trail A treasure chest on the left	recovery agent 2	84%
		Bullet +15	16%
51 (P.188)	City entrance B Treasure chest on the left	tool	0%
		Bullet +15	100%
52 (P.188)	belvedere castle • treasure chest	Bullet +15	92%
		recovery agent 2	8%
54 (P.188)	Promenade B Treasure • Chest	tool	0%
		Bullet +15	78%
		recovery agent 2	22%
57 (P.191)	Promenade E • treasure chest	tool	99%
		all purpose tool	1%
62 (P.190)	Stereo intersection B treasure chest on the left	PE defense +1	26%
		CR avoidance +1	74%
62 (P.190)	Stereo intersection B • treasure chest on the right	Defense +1	66%
		tool	34%
soho			
69 (P.199)	gun shop Treasure chest on the right	Hit distance +1	89%
		Hit distance +2	11%
69 (P.199)	gun shop Treasure chest on the right	Number of bullets +1	86%
		Number of bullets +2	14%
71 (P.199)	drug store right product shelf	PE defense +1	75%
		PE defense +2	25%

Map number (published page)	Where to get it	Item name	Actual probability
71 (P.199)	drug store counter	Defense +1	87%
		Defense +2	13%
71 (P.199)	Treasure chest on the right inside ・ the drug store warehouse	CR avoidance +1	95%
		CR avoidance +2	5%

New York City Police Department 17th Precinct

Map number (published page)	Where to get it	Item name	Actual probability
75 (P.201)	locker room ・ locker	poison cure	37%
		recovery agent 2	63%
94 (P.202)	Treasure chest at the back right of ・ the weapon storehouse	Attack power +1	53%
		Attack power +2	47%
98 (P.205)	detention center Treasure chest on the left	PE defense +1	53%
		PE defense +2	47%
102 (P.204)	Director's Office Treasure chest on the right	CR avoidance +1	89%
		CR avoidance +2	11%
105 (P.204)	3F Warehouse A ・ treasure chest	Defense +1	90%
		Defense +2	10%

saint francis hospital

Map number (published page)	Where to get it	Item name	Actual probability
117 (P.213)	Treatment Room A ・ treasure chest	PE defense +1	87%
		PE defense +2	13%
119 (P.212)	1F corridor ・ treasure chest	Hit distance +1	63%
		Number of bullets +1	37%
128 (P.214)	Morgue B ・ treasure chest	Defense +1	86%
		Defense +2	14%
131 (P.215)	anatomy room ・ Treasure chest on the right	Attack power +1	85%
		Attack power +2	15%
132 (P.215)	Garbage disposal room ・ treasure chest	B vest	32%
		CR avoidance +1	68%
133 (P.215)	B1F corridor E ・ treasure chest	M10	71%
		Micro UZ	29%
134 (P.214)	B1F West Stage ・ floor	Attack power +1	93%
		Attack power +2	7%
140 (P.216)	Animal Research Laboratory ・ treasure chest	CR avoidance +1	83%
		CR avoidance +2	17%

Pier 3 Warehouse

Map number (published page)	Where to get it	Item name	Actual probability
153 (P.227)	Warehouse C ・ Treasure box on the top right	Attack power +2	94%
		Attack power +3	6%
154 (P.227)	Treasure chest at the back left ・ of the junk room	Defense +2	77%
		Defense +3	23%

china town

Map number (published page)	Where to get it	Item name	Actual probability
159 (P.229)	China Town B ・ treasure chest	PE defense +1	90%
		PE defense +2	10%
160 (P.229)	Chinatown C Treasure chest in the front left	Attack power +1	60%
		Attack power +2	40%
168 (P.230)	Sewer 2F ・ treasure chest	recovery agent 3	88%
		Hit distance +1	12%
172 (P.231)	Sewer 2J ・ treasure chest	Attack power +1	58%
		Defense +1	42%
174 (P.231)	Sewer 2L ・ treasure chest	Defense +2	79%
		Attack power +2	21%

subway

Map number (published page)	Where to get it	Item name	Actual probability
184 (P.234)	Station B ・ treasure chest	CR avoidance +1	72%
		CR avoidance +2	28%
185 (P.234)	Station C ・ treasure chest	Hit distance +1	90%
		Hit distance +2	10%
186 (P.234)	Tunnel A ・ treasure chest	recovery agent 3	64%
		Bullet +30	36%
189 (P.235)	vehicle ・ treasure chest on the left	tool	99%
		all purpose tool	1%

American Museum of Natural History

Map number (published page)	Where to get it	Item name	Actual probability
204 (P.238)	Fossil Exhibition Room B treasure chest on the right	P220 modified	36%
		G22	64%
210 (P.239)	1F hidden room Treasure chest in front	Attack power +1	100%
		Attack power +2	0%
210 (P.239)	1F hidden room treasure chest in the back	Defense +1	100%
		Defense +2	0%
233 (P.240)	gem mineral room treasure chest on the left	PE defense +1	57%
		CR avoidance +1	43%
233 (P.240)	gem mineral room ・ treasure chest on the right	Attack power +1	60%
		Defense +1	40%

*Map numbers correspond to the area-specific CG maps in CELL 5 (→P.166).

There is.

Battle edition

14 Clearing the club was possible after all!!

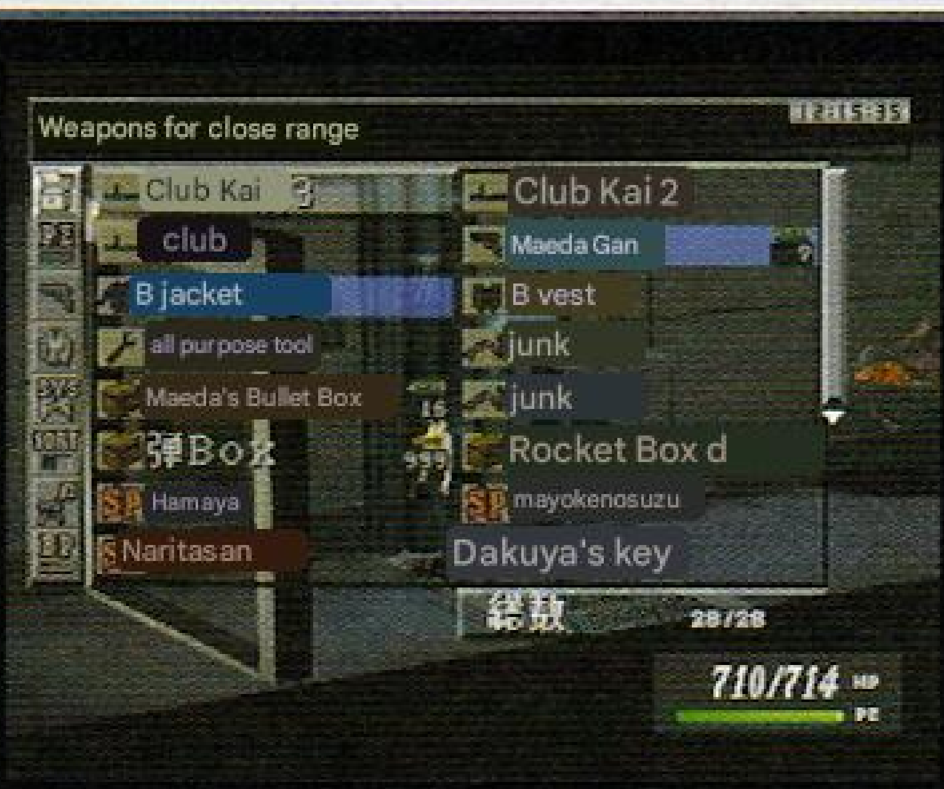
A "Club Clear" is achieved by limiting your attack methods to club-type weapons (don't use "Energy Shot" or "Revalorate"; only use the Maeda Gundam when the character is in its perfect form). Even on the first playthrough, when it's difficult to strengthen Aya and her equipment, it's not impossible if you follow the strategy below.

●How high should Aya's level be?

Since the weapon's performance is low, it's best to level up Aya as much as possible. However, if you understand how to deal with each enemy (→P.91), you won't need to farm EXP as much. Level 33 is enough before the battle with TRICERATOPS 1 on Day 5.

●How to fight the enemy?

In battle, the basic strategy is to dodge enemy attacks and approach and attack when an enemy shows an opening. However, club-type weapons have a long preparatory action, making it difficult to inflict damage on fast-moving enemies. Such enemies can be defeated by memorizing the preparatory action time of club-type weapons and the enemy's movement patterns, and attacking ahead of the enemy's path. Day 4's SPIDER-WOMAN1, Day 5's It is a good idea to fight CENTIPEDE1 and other enemies using this method.



◆Just before achieving club clear. Club type and Notice that there are no weapons other than the Ta-gan.

●How should you use bonus points and utility tools?

Save your bonus points until you can increase the attack power of your modified Club 3. However, if you don't use the utility tool to move the "Steal" ability of your modified Club 3 to your starting club, you'll have a hard time because the attack power of "Steal" is halved.

●What armor is best to wear?

Ultimately, after obtaining the B jacket from the museum, it's best to add additional effects like "HP Up" and "Auto Heal" and add additional values from other armor. Armor can only be strengthened with tools.

15 Even without the Maeda Gun, you can defeat the perfect form!!

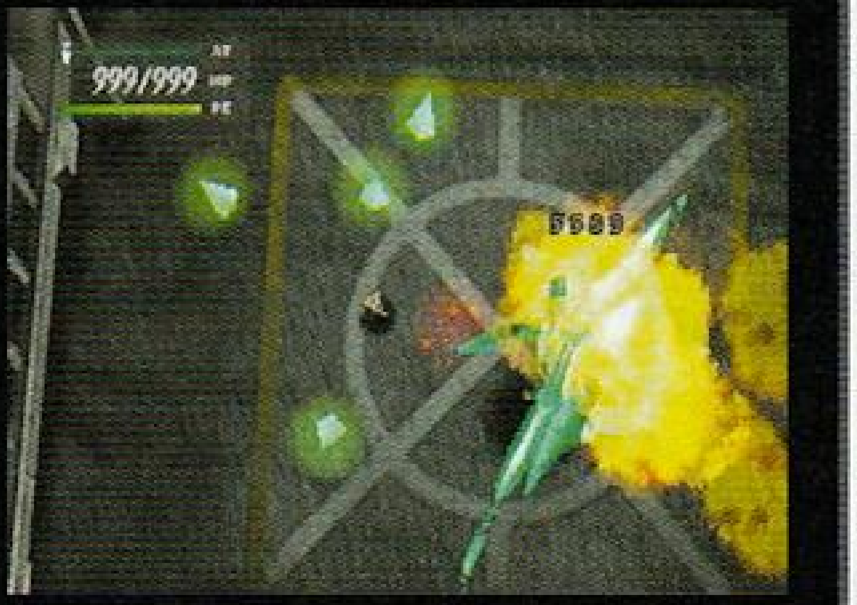
The Perfect Form/4th Form can be defeated without using the Maeda Gun and Maeda Bullets, as long as its HP is reduced to zero. However, the Perfect Form/4th Form has high defensive power, and normal attacks with weapons other than the Maeda Gun only deal 1 damage (2 for critical hits). In other words, the only ways to defeat the Perfect Form without using the Maeda Gun are to (1) gradually reduce the enemy's HP with attacks that deal 1-2 damage, or (2) land attacks that exceed the enemy's defensive power.

In the case of ①, collect as many bullets as possible and keep firing until you run out of bullets. Once you run out of bullets, you can deal damage with a club-type weapon. Method ② is only possible with "Energy Shot." If you raise Aya's level to 76 or above and the weapon's attack power to 800 or above, EXROUND should be sufficient.

The table on the right shows the main data for the Ultimate and Fourth Forms. Using this and the damage calculation formula (→P.33) as a reference, you should increase the defensive power of your equipped armor until you no longer take damage from attacks by the Ultimate and Fourth Forms.

999/999 HP
PE

◆Even if you only inflict 1 or 2 damage, you can defeat the complete form if you continue to inflict it for several dozen hours.



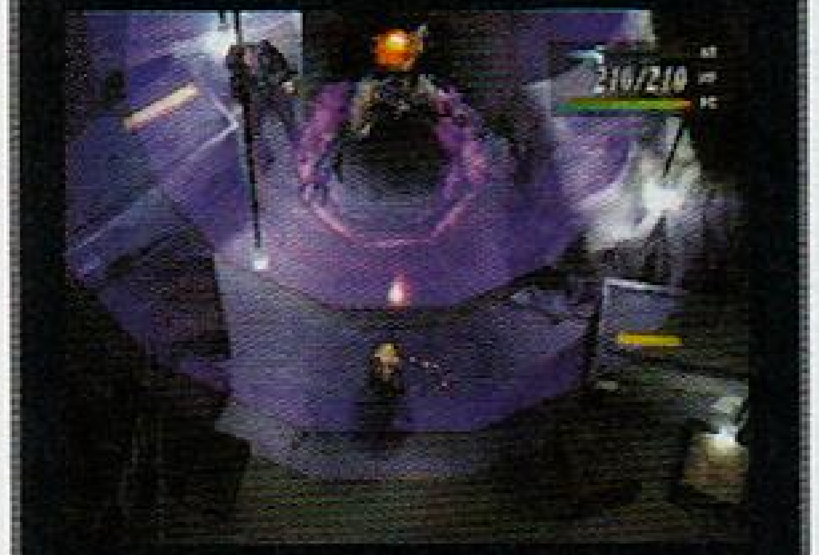
◆When PE bar is full "Energy Shop" "5000" more damage than It is also possible to give.

●Abilities of the perfect form and fourth form

	Maximum HP	Defense	"Beam" attack power
1 week	7992	1200	150
EX ROUND	11187	1679	209

16 Can slip through enemy attacks

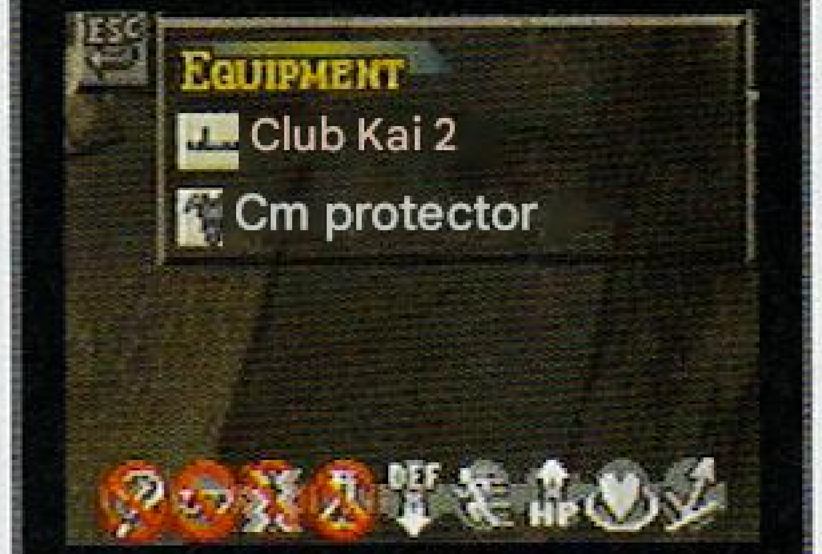
If you hit an enemy with a weapon attack at the moment they use a PE attack, only the image of the PE attack will be displayed (it has no attack ability), and Aya will not receive any damage. This has been confirmed with DOGMAN's "Wave" and BAT's "Ultrasonic Wave." The former is an attack that normally has no escape, so it is highly practical. You'll want to know when to attack to nullify the enemy's PE attack.



◆If you attack the enemy at the right time, the enemy's attack will slip through Aya.

17 How many status change marks can be displayed?

When Aya is experiencing a status change, a corresponding mark will appear on the screen, but if the status changes overlap, multiple marks will be displayed. With some effort, it's possible to display a total of nine marks on one screen, as shown in the image below: Confusion prevention, Darkness prevention, Slow prevention, Poison prevention, Defense reduction, Haste, Geneheal, Pre-raise, and Barrier.

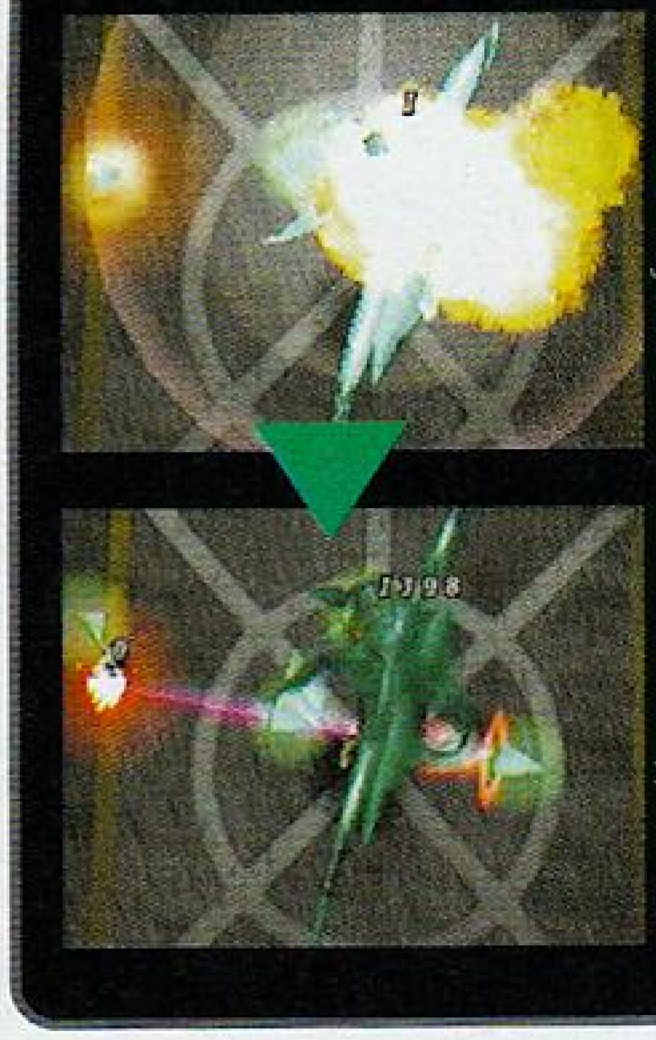


EQUIPMENT
Club Kai 2
Cm protector

◆It's not practical, but it's spectacular to see so many status change marks lined up.

18 Deals damage to the perfect form twice in a row

After receiving Maeda's Bullet Box during the battle against the Perfect Form/4th Form, use "Energy Shot" with the Maeda Gun equipped. This will deal 1 damage to the Perfect Form, and then deal damage equal to "Perfect Form/4th Form's Max HP divided by 8".



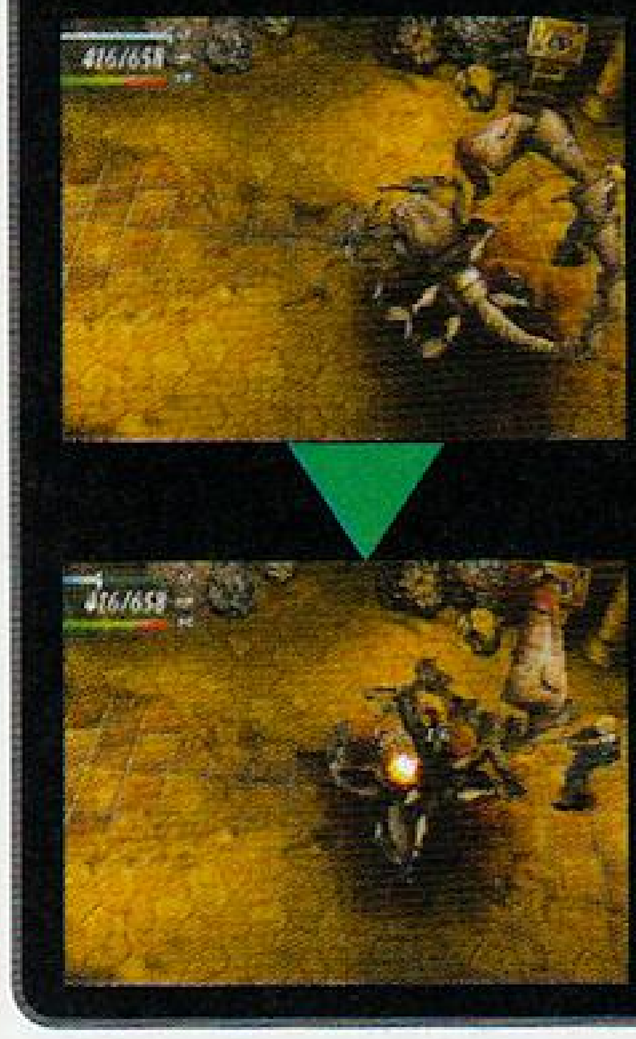
↑The damage of "Energy Shot" will always be -.

↑After that, Maeda Gun & Bullet The effect of this appears.

19 NMCs are stalling!?

SCORPION and TROODON are quite formidable enemies, but if you act as shown in the picture below, the enemy will stand still and neither move nor attack (although they may attack). This phenomenon has also been confirmed with CROW and CAT.

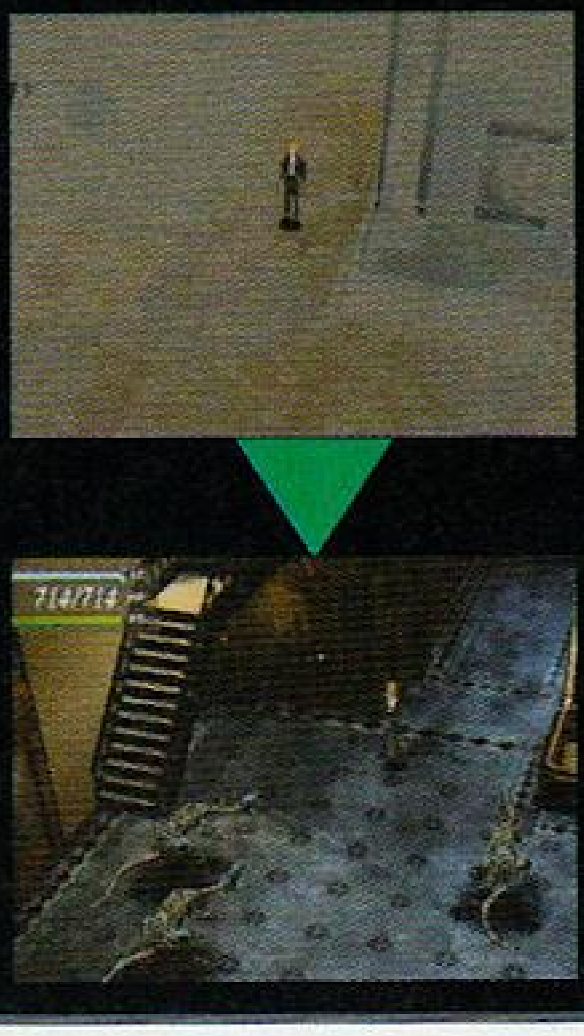
● SCORPION



the enemy.
Move Aya to the side of

this position even if you attack.
you hit them. If you do, you can keep
The enemy will not move even if

● TROODON

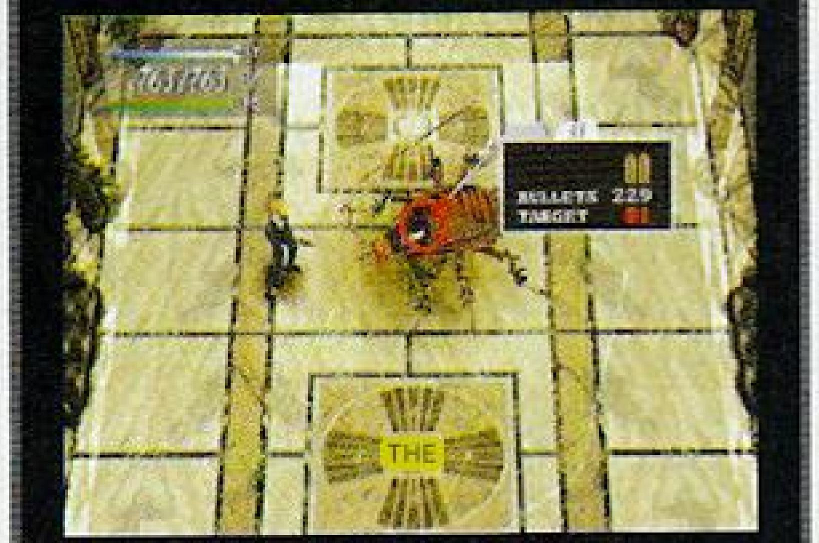


↑the En Museum, 3F lobby,
position in the photo, enemies and
Count. From the

enemies will
If you do not move Aya, all

20 COCKROACH Extinction Day

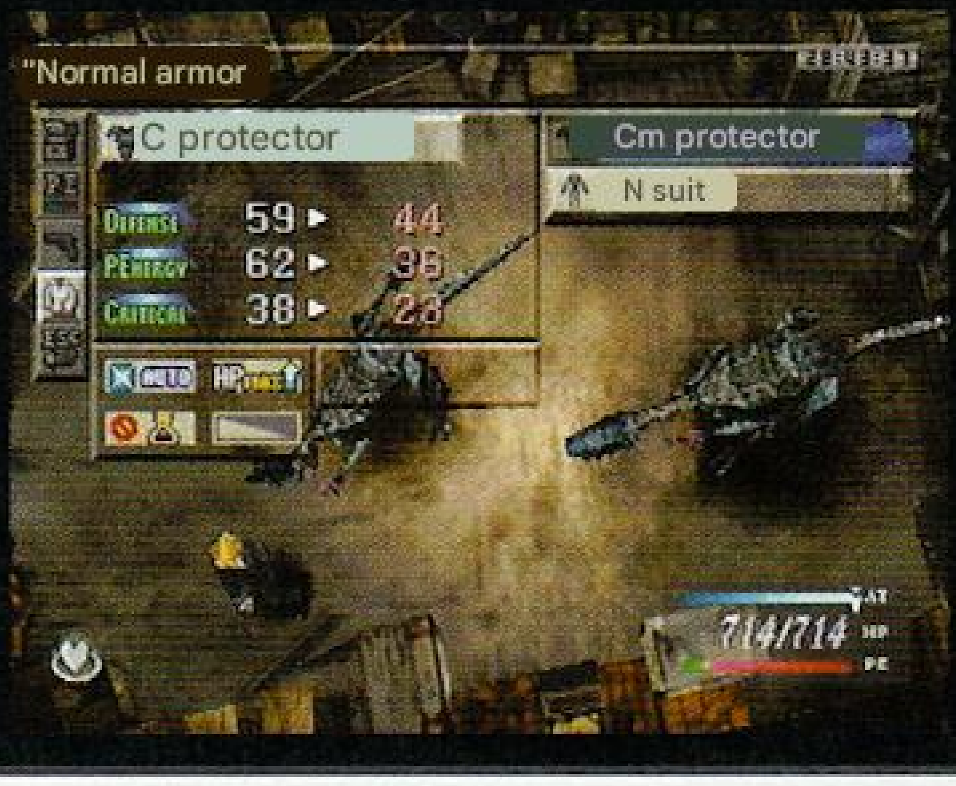
COCKROACH, the boss on the 50th floor of the Chrysler Building, repeatedly lays eggs to increase his numbers (→P.146). However, there is a limit to the number of times he can lay eggs, and once he reaches the 40th time in that battle (target 81), he will no longer lay any more eggs.



◆Once the 40th egg is laid, no more Cockroachs will appear.

How to restore PE bar recovery speed to 21

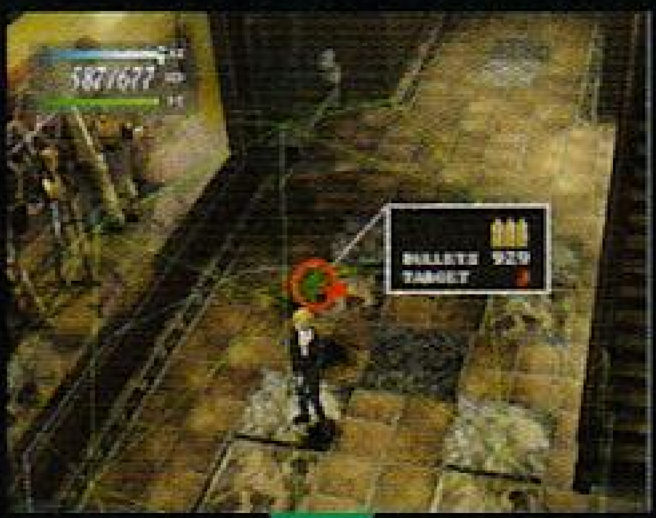
The recovery speed of the PE bar gradually slows down during battle, but there are three ways to restore it to the speed it was at when the battle began. These are: 1) changing armor (not possible with weapon changes), 2) using a Panacea (not possible with Medic or other healing items), and 3) reviving Aya from zero HP with the effects of "Pre-Raise" or a Revive Potion. While 2) and 3) can only be used in limited situations, method 1) is extremely easy to use, as it can be performed simply by carrying multiple pieces of armor. There's no harm in carrying multiple pieces of armor just for this purpose.



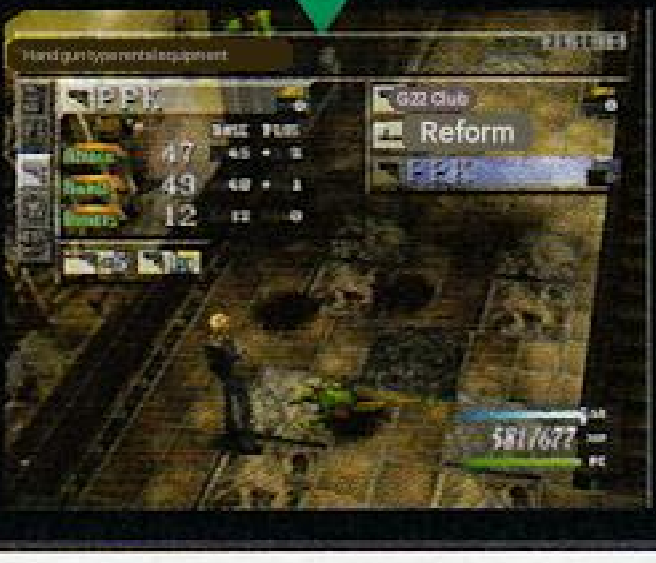
⬅ Just by changing the armor you are wearing, you can The recovery speed will return to the initial state.

How to prevent Aya from firing a bullet

When firing a weapon (gun) in rapid succession, if the loaded bullets run out, Aya will start loading bullets. However, if you adjust the number of bullets fired so that the weapon uses up all its bullets at the end of that turn's rapid fire, when you fire in the next turn, the weapon will have bullets loaded without Aya having to load bullets.



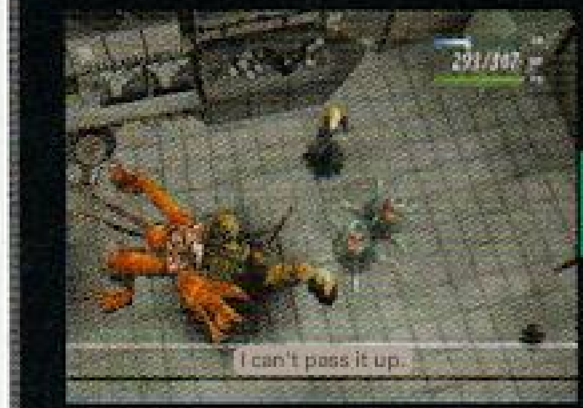
◆This weapon has a "rate of fire 5", but when you have 2 bullets remaining, it is a good idea to use the button to limit the number of bullets fired to 2.



◆Then, even if the weapon's remaining ammo reaches zero, Aya won't reload it. What's more, the next time you fire, the ammo will be loaded.

You can't escape 23. What are the laws of combat?

As a general rule, it is impossible to escape from battles with enemies that appear in fixed locations. Also, enemies that have a demo when they appear, such as ARMADILLO 1 in the museum, cannot be escaped from that battle only (it is possible to escape from the second time onwards). However, there are exceptions, such as RAT1 in the basement of Carnegie Hall and RAT3 in the Pier 3 warehouse, which have demos when they appear, but it is possible to escape. Conversely, when fighting MIXEDMAN and MIXEDMAN-BALL, which do not have demos, it is impossible to escape as long as either of them is on the screen (it is possible to escape if you defeat them).

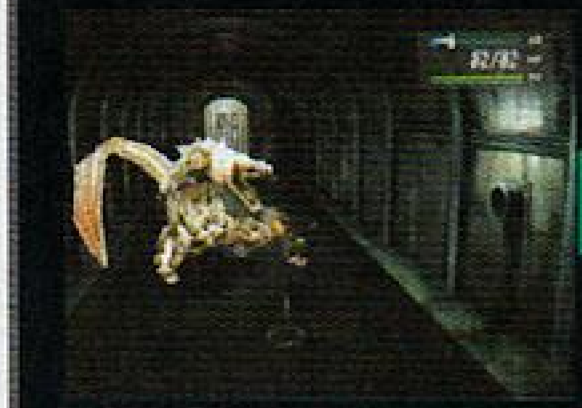


◆While MIXEDMAN is here, unable to escape.

⬆ But he defeated MIXEDMAN. It's possible to escape later.

There are enemies who will not die even if their HP reaches zero.

Alligator 1, which you fight on Day 1, is a fixed enemy, but can be put to sleep with the additional effect "Tranquil." However, once asleep, Alligator 1 cannot be defeated no matter how much damage you inflict. This situation will continue until the enemy's sleep is lifted, and if you can reduce the enemy's HP to zero before that, Alligator 1 will fall as soon as the sleep is lifted. Note that as long as you hit the enemy with attacks that have "Tranquil" in succession, the sleep state will not be lifted and the enemy will become semi-permanently immortal, so be careful.

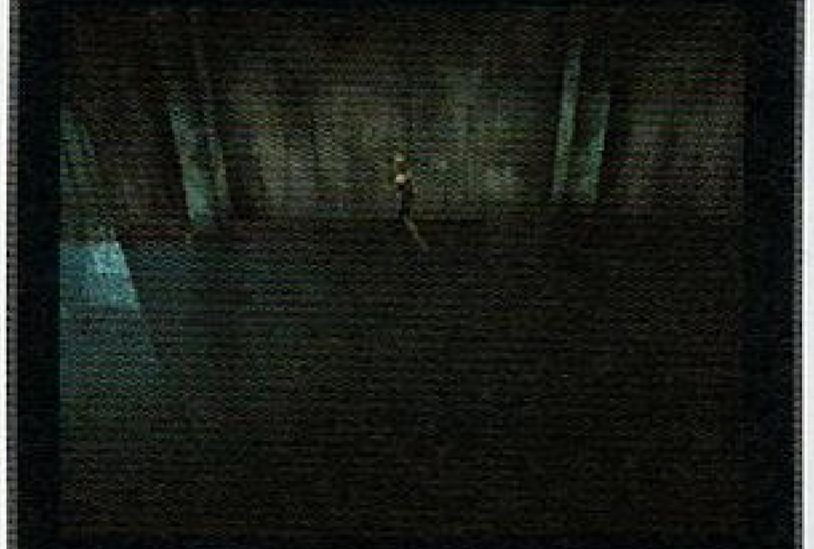


◆ALLIGATOR1 in the sleep state Even if you inflict lethal damage, you will not die.

⬆ However, once the sleep state is lifted, Suddenly he collapses.

There was a place where you could advance 25 without encountering any enemies.

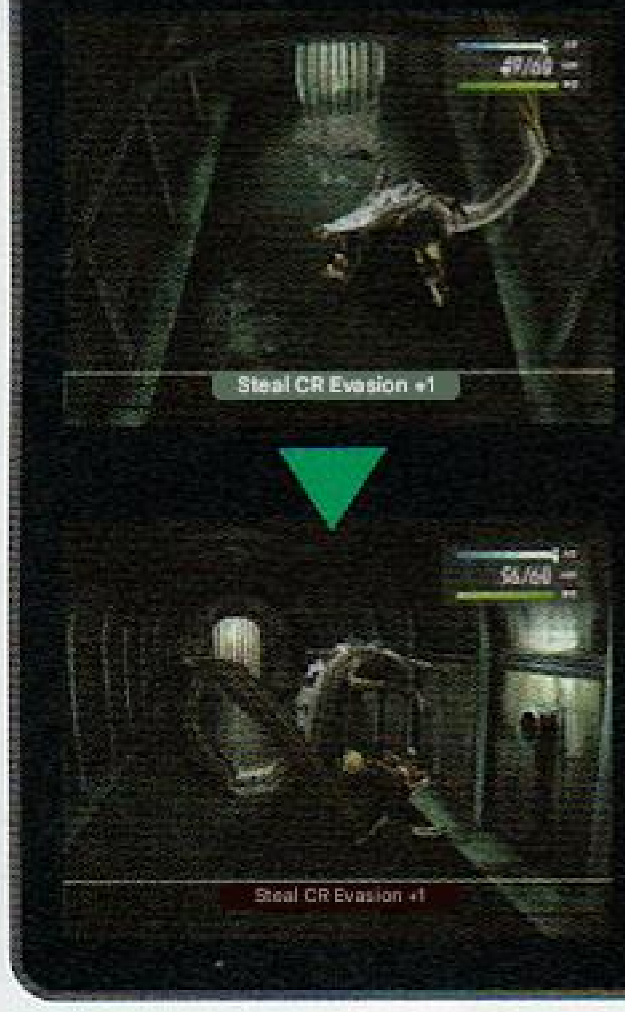
In Sewer 1G on Day 1 (Map 29/→ P.179), you'll encounter an enemy just before the telephone. However, if you move Aya along the far wall, you can slip through the gap between the wall and the encounter area and reach the telephone without encountering any enemies. This is an essential technique when doing a time attack (→ P.300).



◆The key is to press the directional key diagonally upwards and move Aya so that she rubs against the wall.

26 Steal items from one enemy twice

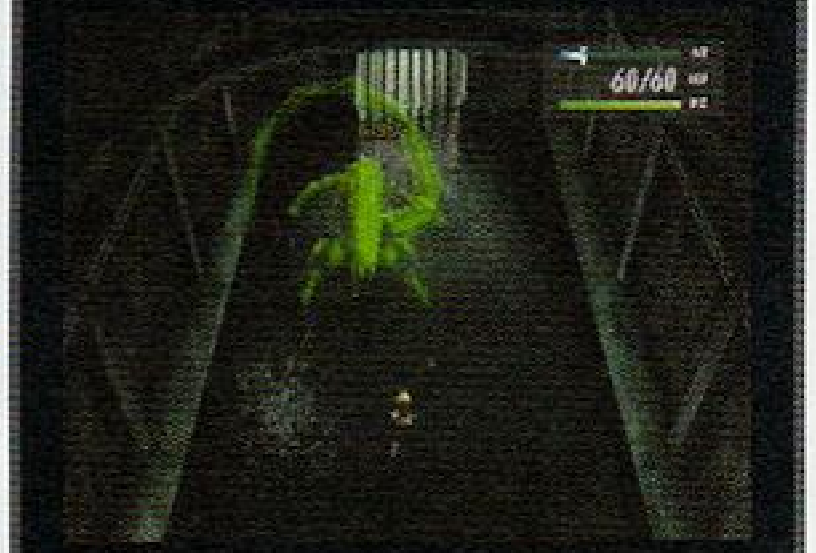
You can only steal one item per enemy per battle. However, you can steal items from enemies before and after the viewpoint changes in the Alligator 1 battle on Day 1, and before and after obtaining Maeda's bullets in the Perfect and Fourth Form battles on Day 6.



●Even after changing the viewpoint, you can steal either of the same two types. Steal CR evasion +1, "Attack power +1 from enemy's head"

27 Defeat Alligator 1 without changing perspective

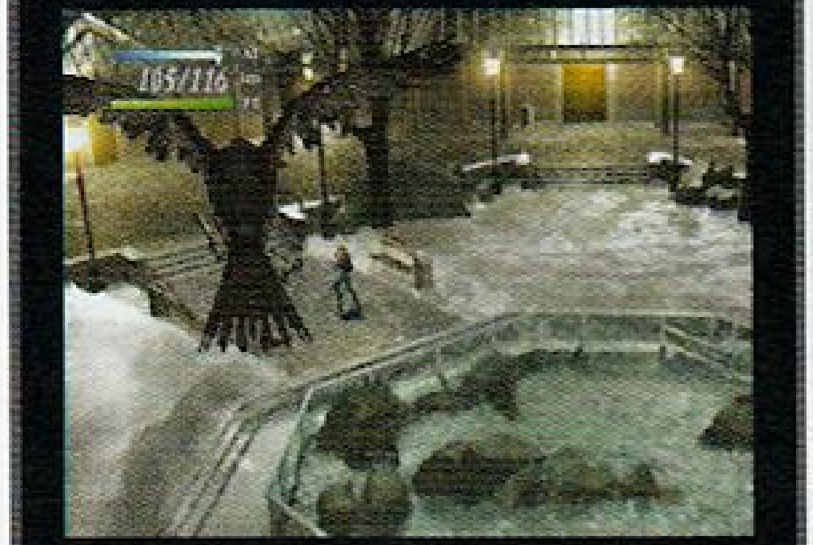
Normally, when fighting an ALLIGATOR1, the basic strategy is to deal a certain amount of damage to its tail, wait until the viewpoint changes (lowering its head's defense), then attack its head to finish it off. However, if you can reduce the enemy's head's HP to zero, you can defeat ALLIGATOR1 even before the viewpoint changes. However, if your weapon's attack power is low, be prepared for a long, drawn-out battle.



◆If your weapon has high attack power, you can kill the enemy with one hit before the viewpoint changes.

28 Giant Crows Appear in Central Park!

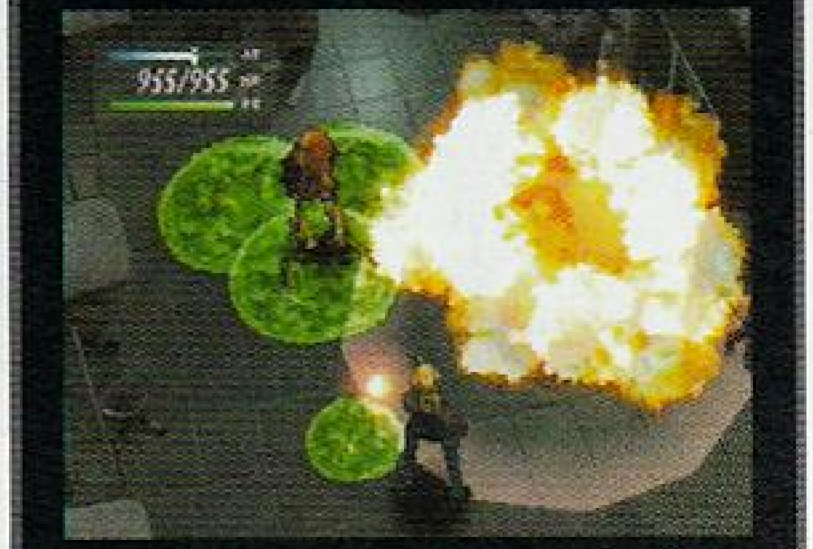
In Zoo Plaza A in Central Park (Map 36/→ P.187), CROW 1 may appear quite close to the screen in EX ROUND only if you have fought there twice or more times. The zoomed-in appearance of CROW 1 is worth seeing.



The moment the problematic CROW1 appears. From here, it rapidly descends towards Aya.

29 How to identify enemies that are effective against additional effects

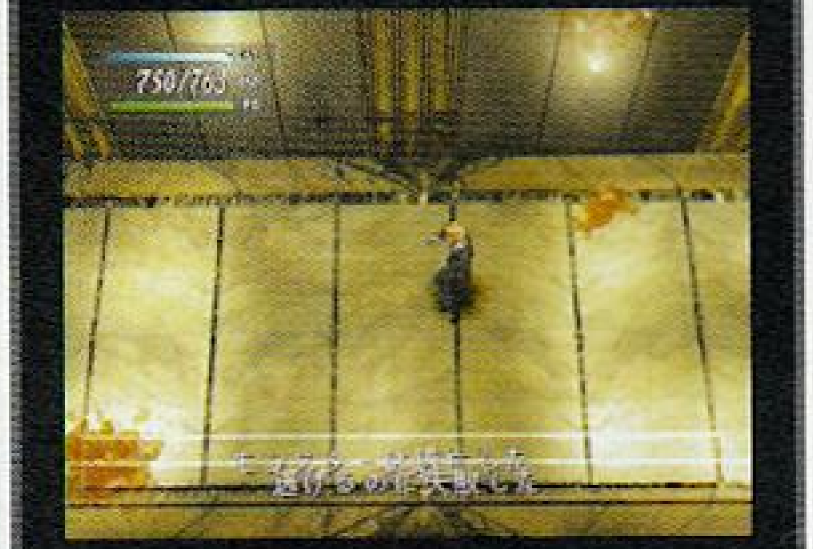
Normally, when you attack an enemy with a weapon that has an additional effect, a visual effect will be displayed. However, if the additional effect does not cause any status changes, or if the enemy is resistant to the additional effect, the visual effect will not be displayed.



◆"Heat" effect. It is strictly forbidden to use weapons with "Heat" on enemies that do not display this effect.

30 Multiple messages appear in the same place

When the Squirrel that appears on the 51st to 60th floors of the Chrysler Building flees from battle, try having Aya flee as well. If Aya fails to flee, the message "Failed to escape" and the message "Monster has fled" will be displayed overlapping.

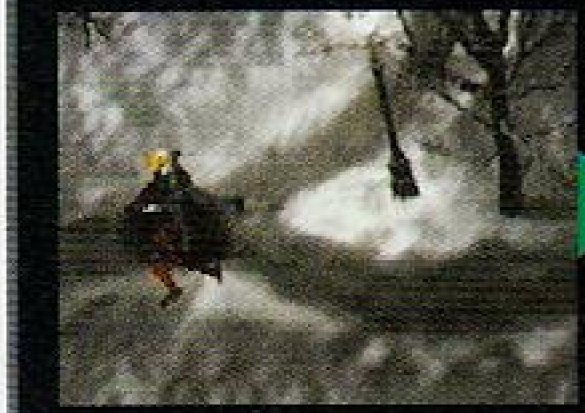


◆When the enemy flees and Aya fails to escape, two messages will be displayed.

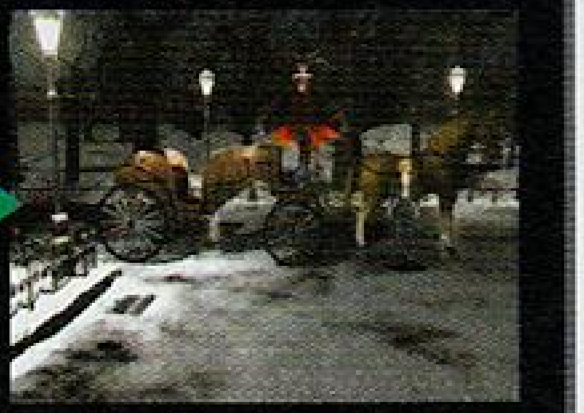
Variety edition

31 Day 3 and beyond: You can go deeper into Central Park

From Day 3 onwards, even if you try to go deeper into Central Park, a burnt corpse blocks the way, making it seem impossible to go any further. However, if you have Aya stand at the feet of the burnt corpse and alternate between pressing the up and down arrows on the directional pad, you will be able to pass over the corpse's feet. If you continue on, you will be able to fight enemies and pick up items (if you left them behind), just like on Day 2. Furthermore, if you go all the way to the very back, Eve will appear where the carriage is, just like on Day 2. However, Eve will not move when Aya approaches, and no conversation or combat will occur.



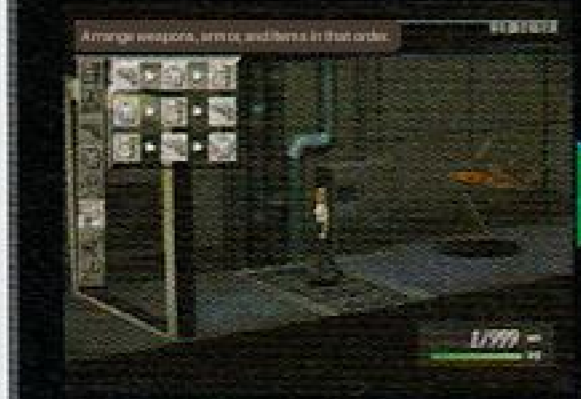
◆Press the directional keys over and over again at this location to move forward.



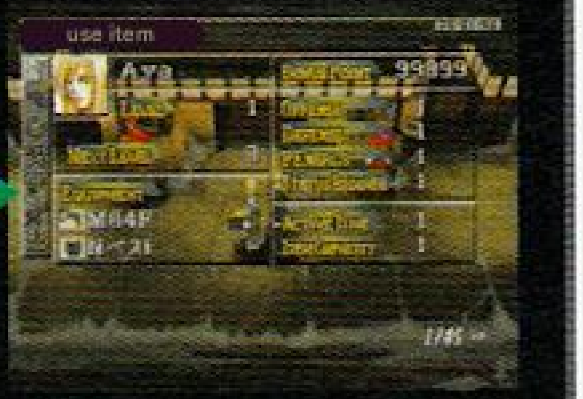
◆Eve is waiting in the back, but no event occurs.

Start 32 games with Aya's HP reduced

At the start of the game, Aya's HP limit and remaining HP are both 45, but there is an exception in EX ROUND. First, defeat the perfect fourth form when Aya's remaining HP is below 45. Then, reach the ending without recovering HP. If that happens, Aya's remaining HP in the next ROUND will be the same as when you cleared the game (however, it will show as 45 on the data load screen). If Aya's remaining HP at this point is 2 or less, in the first battle against Eve's first form, simply touching Eve herself will result in game over, allowing you to enjoy a thrilling battle(?).



*Clear the game with Aya's remaining HP below 45.



◆In the next round, Aya's remaining HP will be the value from the previous clear.

33 Soft Reset

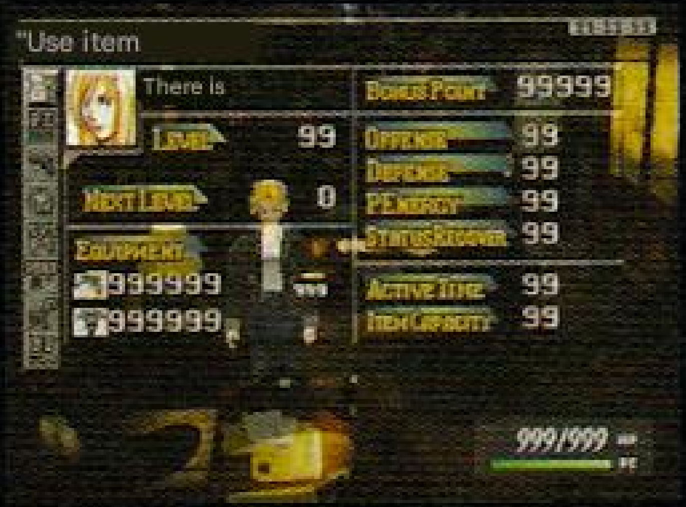
During gameplay, pressing the R1, R2, L1, L2, Select, and Start buttons on Controller 1 simultaneously will perform a "soft reset," which will return you to the title screen more quickly than pressing the reset button on the console itself. However, this cannot be done during CG movies or on the disc change screen.

34 Manhattan Sky Trip with the Select Button

By pressing the Select button on the panoramic map screen, you can view the entire Manhattan Island from the perspective of one of the two helicopters flying overhead, chasing the other. To return to the original perspective, simply press the ← or → directional pad or the Select button.

35 What is the upper limit for each number?

We've put together a table showing how much HP, level, and other in-game values can be increased. Use these as your goals to strengthen Aya and her equipment.



◆A screen with 44 numbers 9 lined up. Also pay attention to the play time.

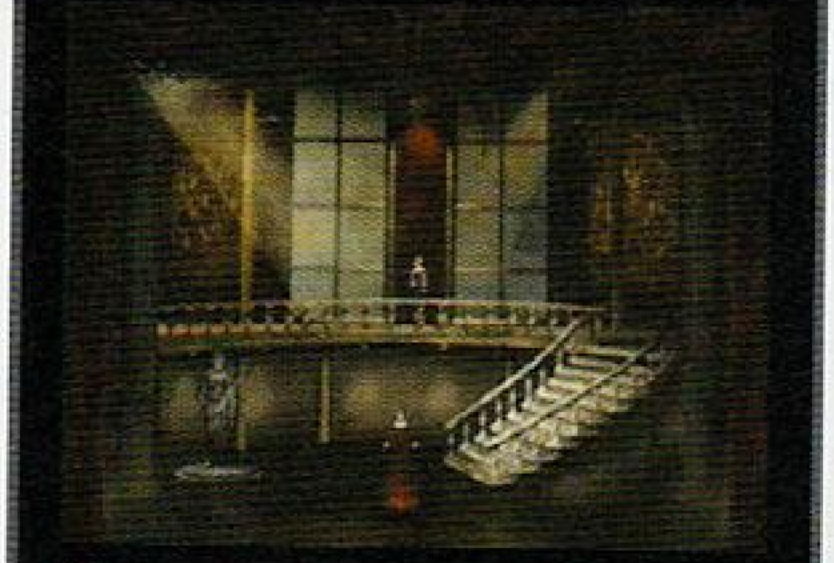
● upper limit of number

name	upper limit
Aya's level	99
ability level	99
Max & remaining HP	999
Total EXP	999999
bonus points	99999

name	upper limit
play time	99:59:59
Equipment ability values	999
Additional value of equipment	999
Number of items held	50
Ammo capacity of each box	999

36 Get behind Eve

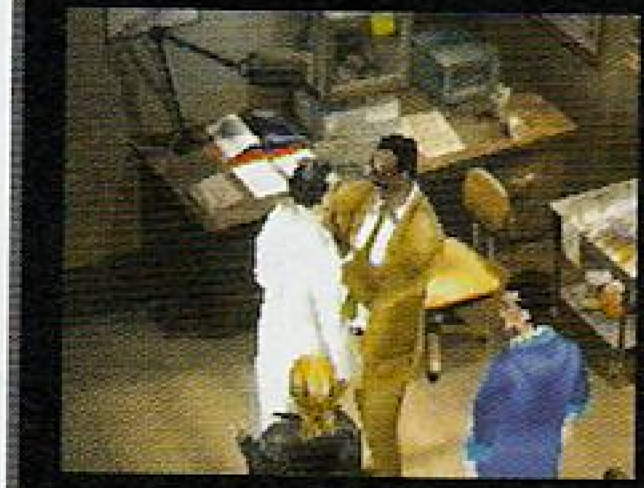
After the spontaneous spontaneous combustion event at Carnegie Hall on Day 1, take a detour and try going up the stairs on the left side of the stage. From there, walk along the wall with your left hand and you'll be able to move around the stage without having to talk to Eve. If you continue up the stairs on the stage, you'll see the scene shown in the photo.



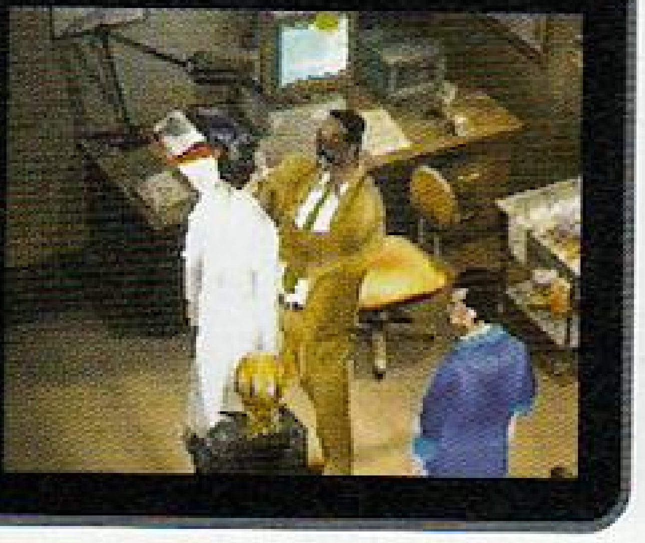
◆Aya standing behind Eve. You can't get to this spot from the right side of the stage.

37 How to keep clamp monitors on

In the museum on Day 3, there is a scene where Clamp turns off the monitor. However, if you press the ○ button rapidly just before that, Clamp's action of turning off the monitor is skipped, and the monitor remains on.



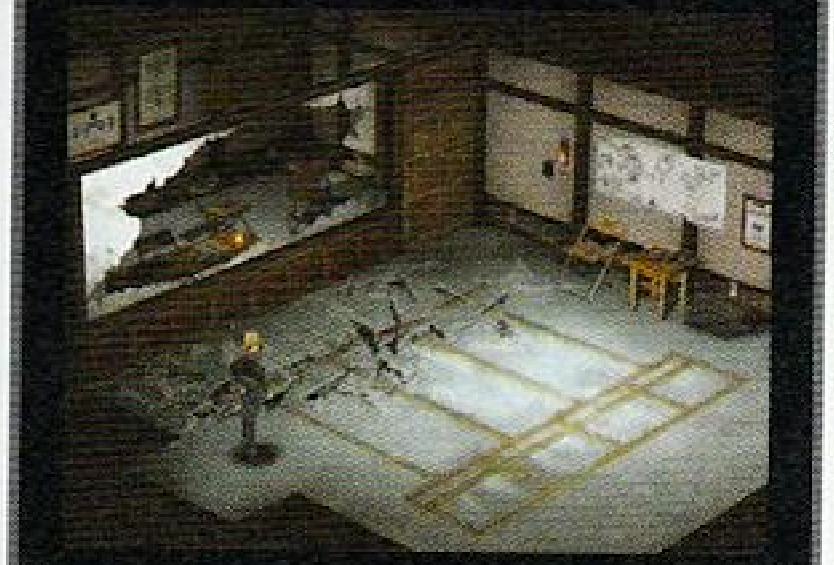
⬆Normally, in this scene, The monitor is off.



⬆The power will not be turned off.

In the end, it breaks. 38. The mirror in the suspect identification room

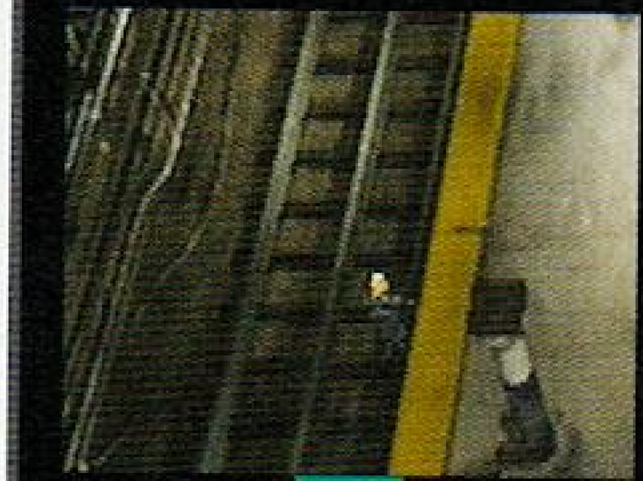
On Day 3, if you move to the center of the Police Station Suspect Identification Room (Map 100/→P.205), DOGMAN 1 will appear by breaking the magic mirror. If you finish Day 3 without seeing this event, it may seem like the mirror won't break, but in fact, this is not the case. Even if you enter the Suspect Identification Room on Day 4 or later without seeing the event, the mirror will remain broken.



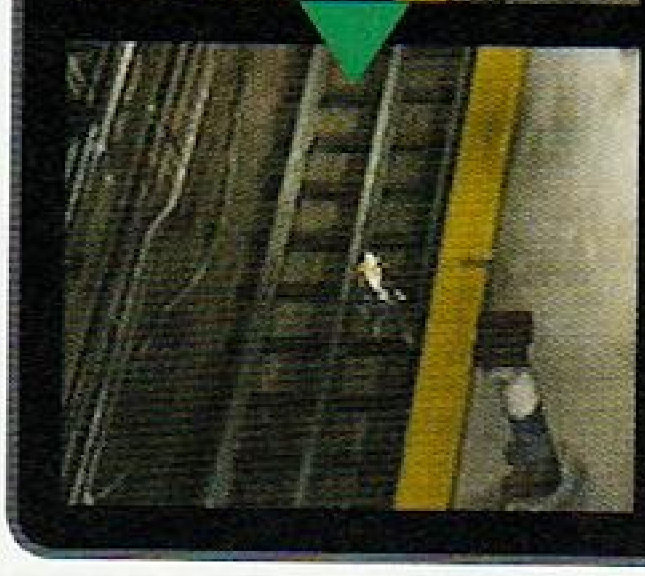
◆Even after the police station was restored, the one-way mirror in the suspect identification room remained broken.

39 Aya climbs onto the invisible scaffolding

If you place Aya in the location shown in the photo below on the subway and press the directional pad up, Aya will float in the air for just a moment.



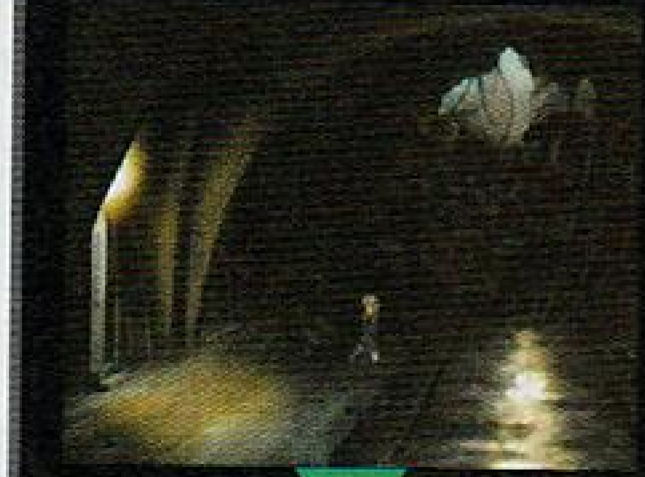
⬆First, place Aya in the location at the bottom left of the home screen.



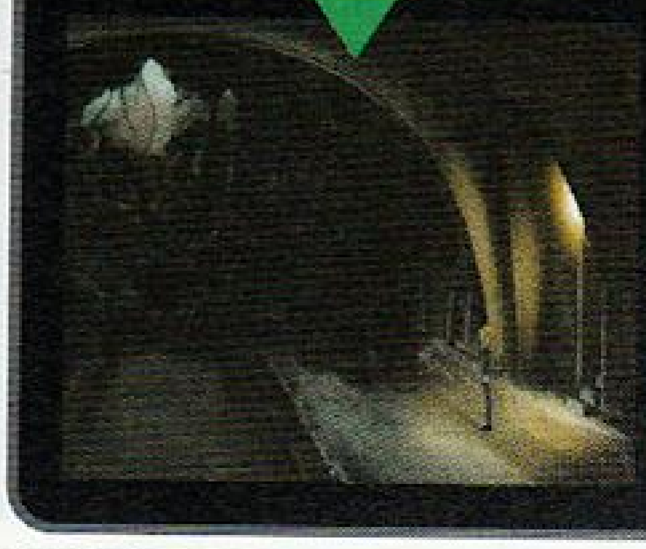
⬆When you move up, Aya will

40 How to turn off the sewer without turning it off

After obtaining the gate key, flush the sewage from the pump station, then go to Chinatown → Panorama Map → Return to the pump station via the subway, where you will find that the sewage has stopped.



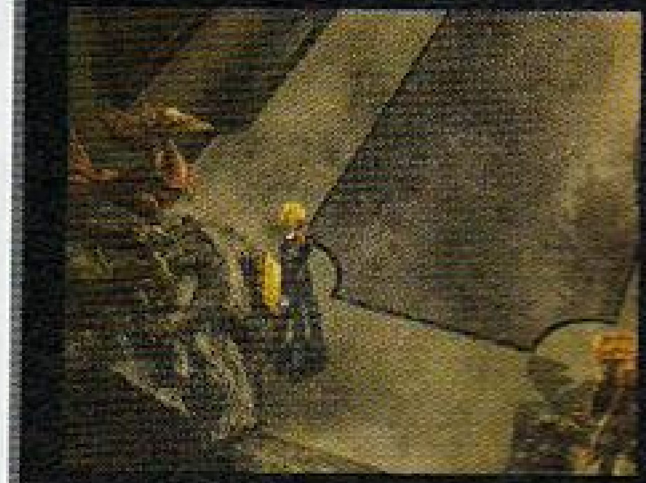
⬆Activate the sewage pump and Exit to the surface via Waterworks 2.



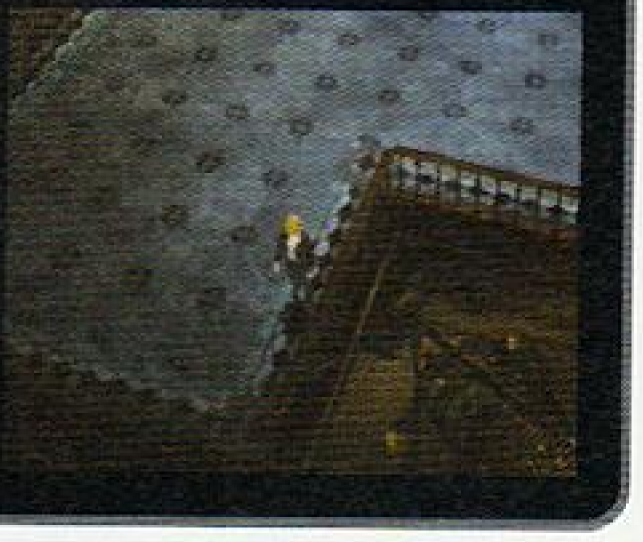
⬆The water pump is stopped.

41 Two wonders of the museum

If you look closely at the CG maps of the museum's small dinosaur room B (Map225/→P.240) and the 3rd floor hall (Map237/→P.243)...



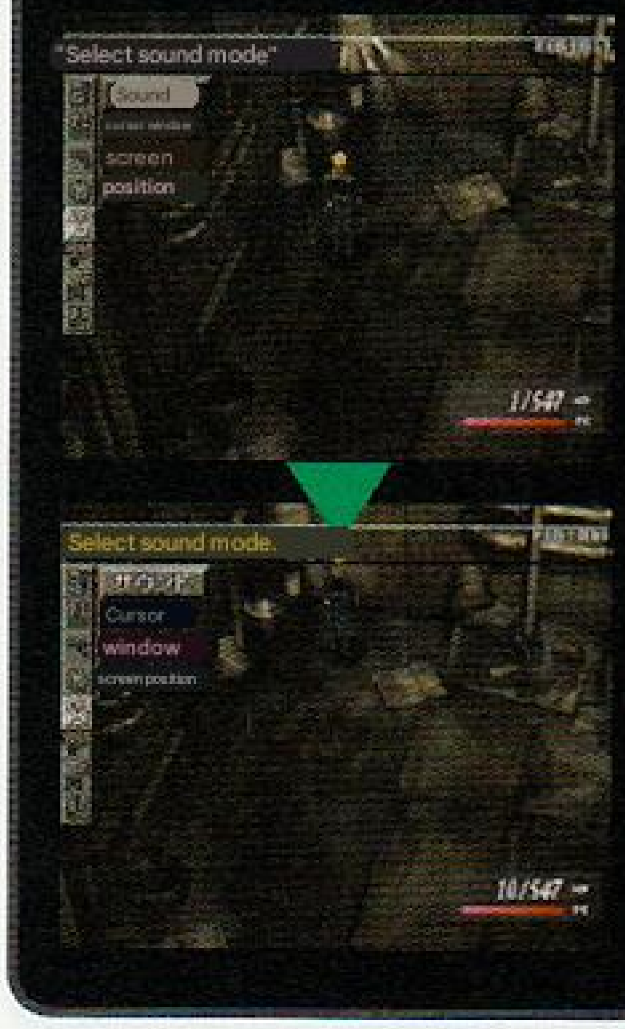
⬆Small Dinosaur Room B, bottom left There's a Chocobo specimen in the corner



◆In the 3rd floor hall, Can you see fossils that shouldn't exist?!

42 There was a trap that restored Aya's HP.

Even if you come into contact with the gas spewing out in the deepest part of the Pier 3 warehouse and take damage, your HP will not drop below 10. So what happens if you come into contact with the gas when your remaining HP is below 10? Surprisingly, your HP will be restored to 10.

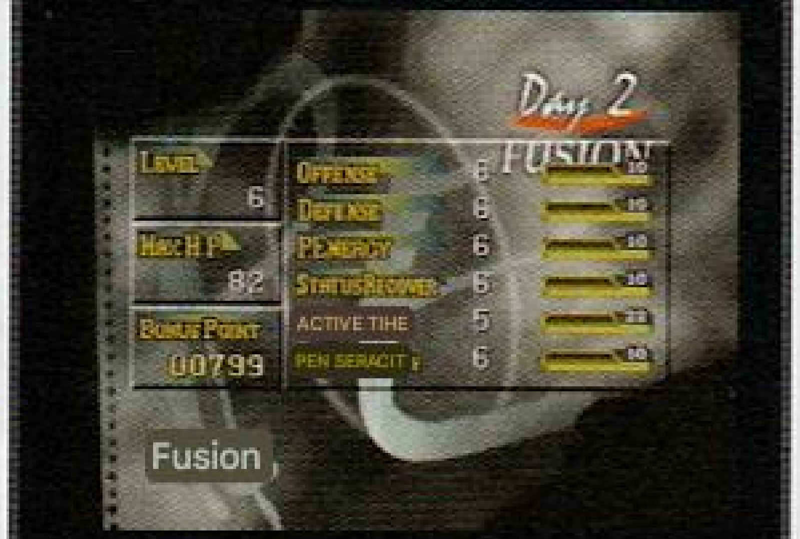


will be exposed to the gas. When Aya's HP is less than 10, she

← Instead of taking damage, your HP will actually recover.

43 What is the maximum bonus points?

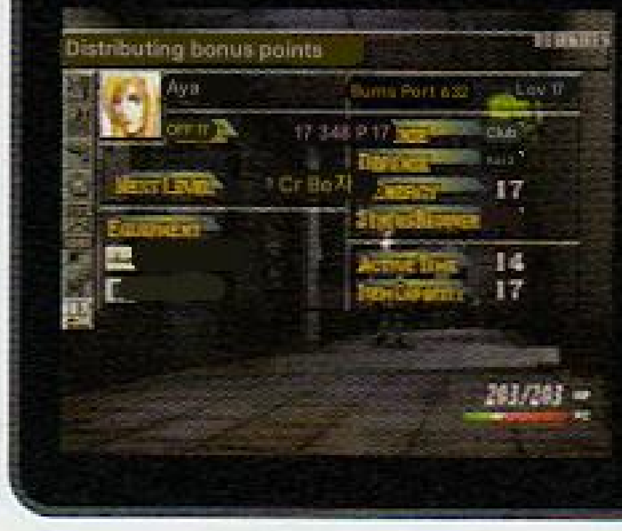
Normally, the upper limit of bonus points is 99,999, but the bonus points you get when the date changes in EX ROUND can add up to a value higher than that. However, if you continue playing the game in that state and gain bonus points by leveling up, the total points will be reset to the original upper limit (99,999). If you don't use them before that happens, you'll be missing out.



◆When the bonus points exceed the limit, the display will look like this. The leading 1 is not visible, but it actually means that the total is 100,799.

44 PE bar recovery speed slows down from the start of battle

When you flee a battle, the recovery speed of the PE bar does not return to its initial state. This means that the next battle will have a slower recovery speed from the start. However, if you do any of the following before the next battle: 1) switch to a different CG map, 2) change the armor you are equipped with, or 3) select the "Allocate Bonus Points" option on the menu screen (you do not need to actually spend them), the recovery speed of the PE bar will return to its initial state.



← Simply select this command to restore recovery speed.

45 If you hesitate while escaping from the perfect form...

In the event on Day 6 where you have to escape from the perfect form, even if you reach the final exit, you can't rest easy. Aya stands still until the screen changes, but the perfect form keeps moving, so if Aya is slow to reach the exit, it will catch up with you while the screen goes black.

46 The background music of the Chrysler Building disappears.

In the Chrysler Building, the background music stops when you enter the room where the boss is. If you don't fight the boss and just go back the way you came, you can explore the building without the background music. However, if you go to a hallway with a room door, elevator, or stairs, or if you encounter an enemy, the background music will suddenly start again.

47 The secret behind the song titles that appear in the staff credits

The titles of three songs from the game are displayed during the credits. We looked into the meanings of these song titles and which scenes they play in.

- "Se il mio amore sta vincino" - Eva's Aria - This song could be considered the theme of Eve, and is sung by Melissa in the opera on Day 1. The title is Italian and means something like "If only you were by my side." The lyrics and music were written by Yoko Shimomura of Square.
- Sleepers wake! loud sounds the warning: This song is used in the first half of the staff credits on the first playthrough. It is J. S. Bach's Cantata No. 140, and its Japanese title is "Awake, the voices of the watchmen calling to us" (there are other translations as well). In this game, a music box-style arrangement is used.
- Somnia Memorias This song plays in the second half of the staff roll on the first playthrough. The title is in Old Latin and means "Memory of a Dream." The lyrics and music were also written by Yoko Shimomura. Vocals are by SHANI.

48 What conditions cause nightfall in Manhattan?

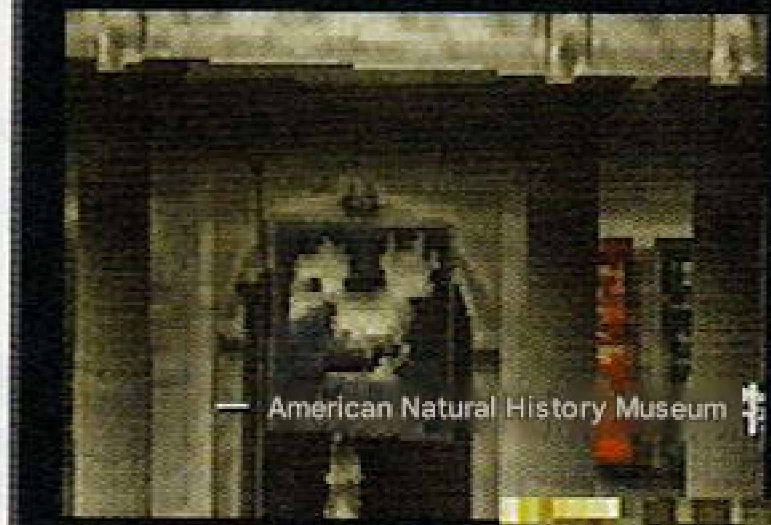
There are two types of CG maps in the game: a daytime version with bright surroundings, and a nighttime version with dark surroundings. These are used according to the time of day in the story. The table below summarizes when the CG maps switch between day and night. Please note that except for Day 5, it becomes night just by progressing a little in the game (especially on Day 4, it becomes night after just a few minutes of play). Central Park, Pier 3 Warehouse, and Chinatown only have one type of background, and the brightness of the surroundings does not change no matter when you visit.

● Conditions where the background is night

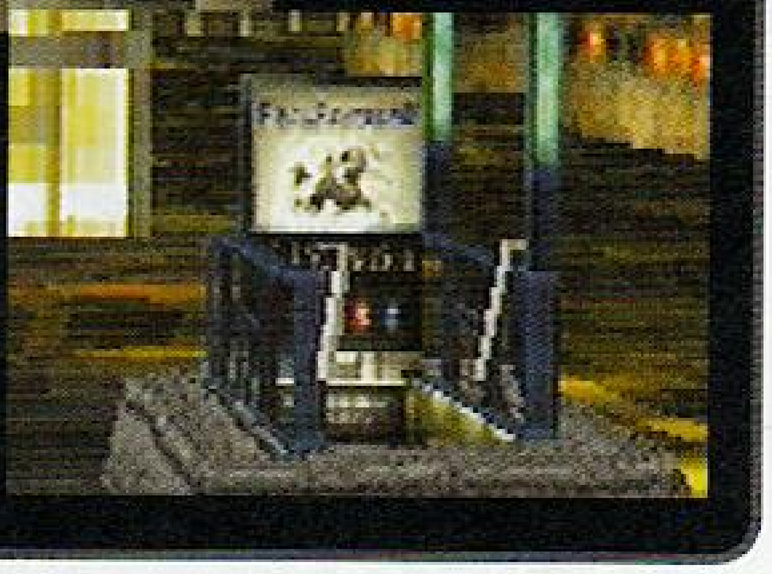
date	condition
Day1	(It's night from the beginning)
Day2	Talk to Crump at the museum
Day3	Talk to Crump at the museum
Day4	Talk to Maeda at the police station
Day5	get the gate key
Day6	(Ending before dawn)

49 That character is in New York...

If you look closely at the exteriors of the museum and subway on the map, you can spot characters from the Final Fantasy series. There's a chocobo banner at the museum entrance, and the subway sign reads "FINAL FANTASY VI" with an illustration of Cloud and Aerith, characters from the game, sitting down.



◆A full-body portrait of a chocobo is painted at the entrance to the museum.

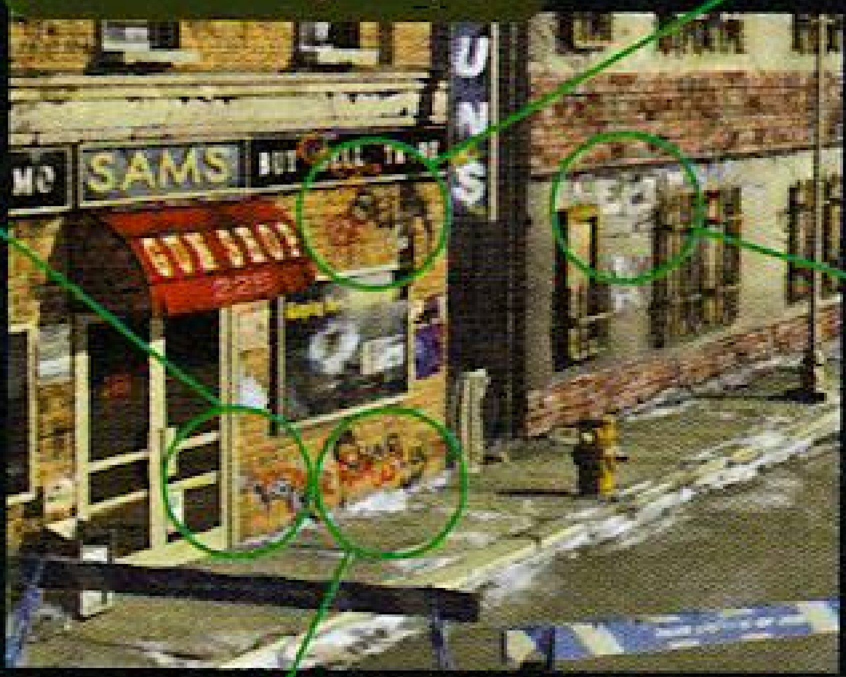


◆It's a little hard to see, but Cloud and Aerith can also be seen on the subway.

50 The graffiti in Soho was a message from the development staff

The walls of Soho are covered in various paintings, some of which include the names of the film's US staff. We'll introduce the confirmed names, along with their full names and the parts they were in charge of (excerpts from the staff credits).

In front of the gun shop



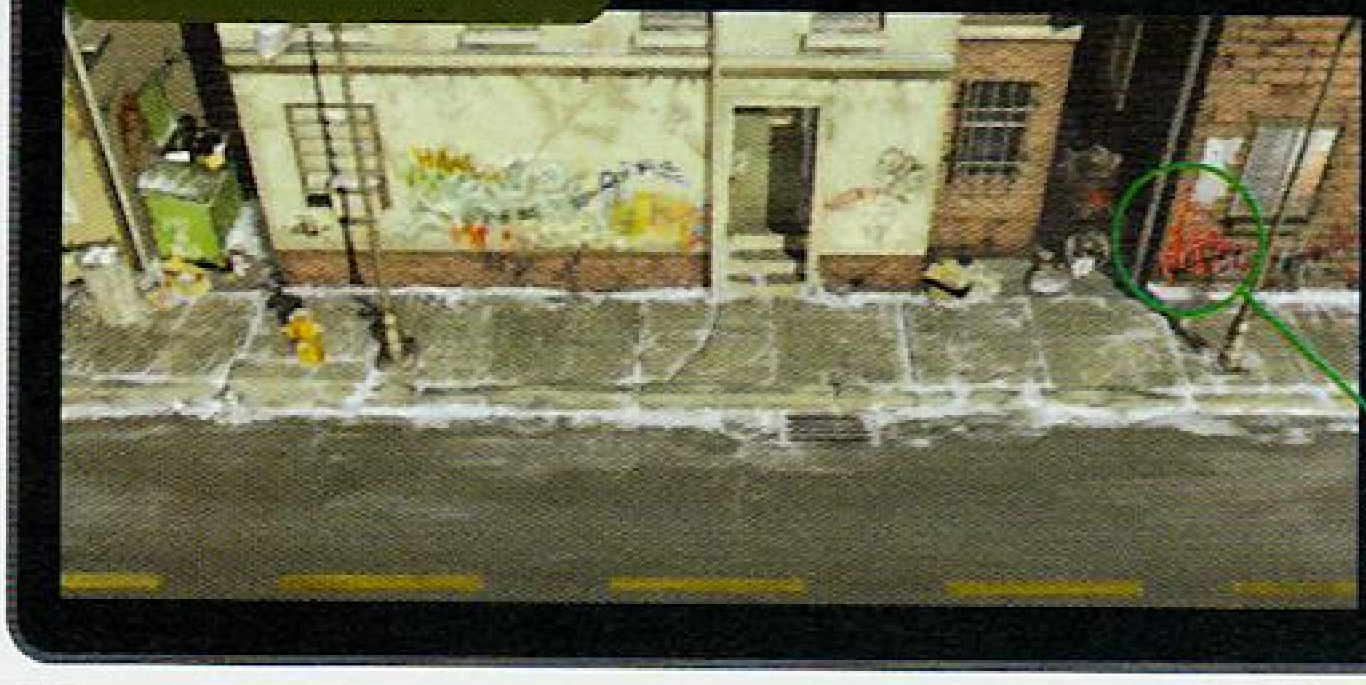
BELA
BELA BROZSEK
(MAP ILLUSTRATION)

Yongki
YONGKI YOON
(MAP RETOUCH)

CECIL
CECIL
HONG-SIK
KIM
(MAP ILLUSTRATION,
MAP RETOUCH)

CHARLES
CHARLES PINADY
(EVENT DESIGN,
MAP DATA DESIGN)

In front of the apartment

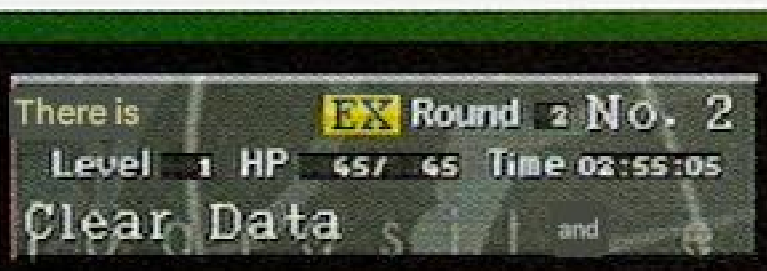


PETER
SANGWOO PETER HONG
(MAP DATA DESIGN)

time attack

parasite eve

course



There is EX Round 2 No. 2
Level 1 HP 65/ 65 Time 02:55:05
Clear Data

The shortest clear time according to the book staff

02:55:05

The time attack in this section is a challenge to see how quickly you can complete the time from the start of "New Game" to saving the clear data after the ending. During the gameplay, you can strengthen yourself as much as you want, and there is no limit to the number of times you can save and load. The only purpose is to shorten the displayed time.

On the following pages, we've included a flowchart that minimizes the steps required to play the game, allowing you to complete it in under two hours if you follow it as quickly as possible. Use this as a reference and try to break your own record for the quickest time to complete the game.

Golden rules for time attack

Use dash to move!

This is a basic tip, but always use sprints when moving around the field, otherwise you'll waste a lot of time just moving around. You can sprint by pressing the directional pad and the X button (or by pressing the joystick all the way down if you're using an analog controller).

◆The only time you move without dashing is in Day 1 ⑪ (→P.300), when adjusting Aya's position.

Recover HP during movement scenes!

You should generally recover HP during movement scenes. If you try to do the same thing during a battle scene, you will have to sacrifice one of your attacking turns, which will make it take that much longer to defeat the enemy. Only recover HP during a battle scene if you are in danger and need to recover at that point.

◆If you are wearing armor that has the additional effect of "auto-heal," you may be able to avoid the hassle of healing.

Use your bonus points to boost your attack power!

Strengthening your attack power is essential to defeating enemies quickly. Therefore, you should basically use your bonus points to increase the attack power of the weapon you are currently equipped with. The increased bonus points will not go to waste if you transfer them to a tune-up when you obtain a new main weapon.

* Bonus points earned can be consumed immediately, reducing the burden on the next battle.

Attack the enemy from close range!

When attacking in combat, try to get as close to the enemy as possible. The closer you are to the enemy, the more likely you are to land a critical hit (→ P. 24), which increases the chances of ending the battle quickly. Remember this は、not only when using firearms, but also when using club-type weapons.

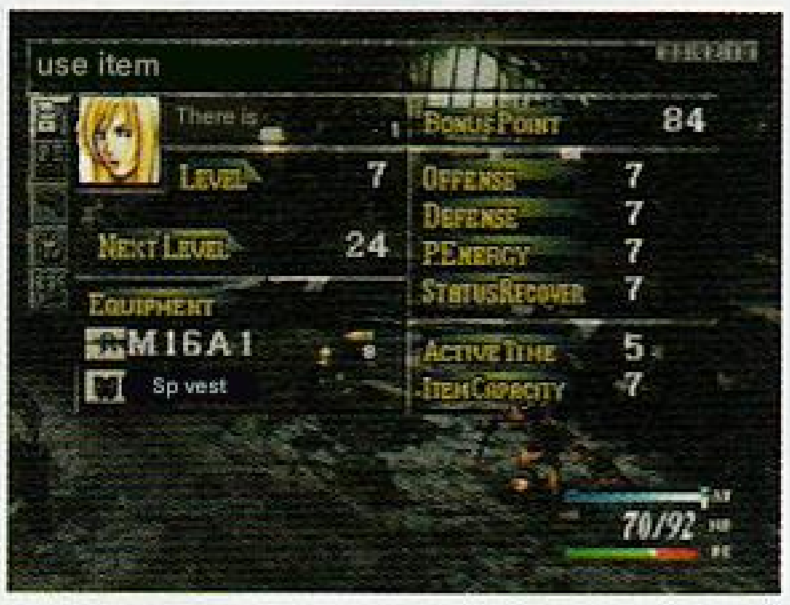
◆If the enemy is far away from Aya, approach and attack, but be careful not to take contact damage.

A little helpful | Collection of time-saving techniques

Here we will introduce some little techniques that will help you save time. Some of these may be common knowledge for players who have played the game extensively, but please take a look at them as a refresher.

●If you are in trouble, just pause

If you are unsure what to do next, immediately pause the game (i.e. press the start button). While paused, in-game time does not pass, so you can calmly think about your next action. However, please note that you cannot pause the game during cutscenes or when the menu screen is displayed during movement scenes.



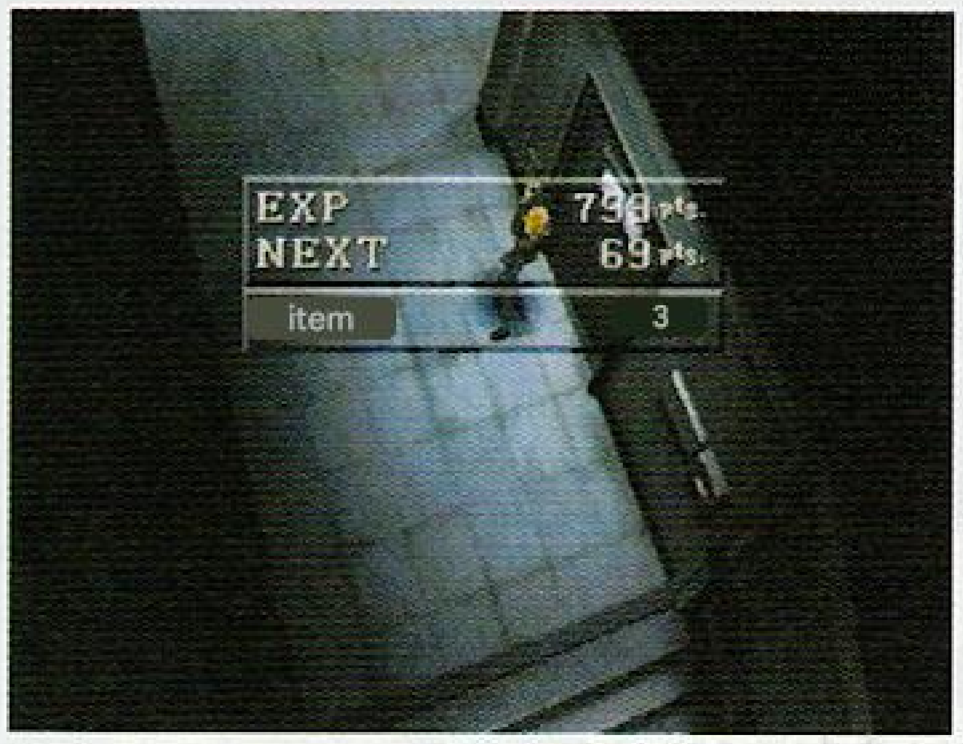
⬅ Even if you are in a battle scene, the pause menu screen will be displayed.

●It starts moving before the screen lights up

While the screen is switching while you move, it may seem like you can't control the game, but it actually starts accepting key inputs a little before the screen lights up. If you remember the shape of the map you're moving to, you can move faster by pressing the directional keys in the direction you want to move next while the screen is dark.

●End the battle close to your destination

When the battle scene ends, you will move from where Aya was at that time within the map. Therefore, if you defeat the last enemy close to your next destination, you can shorten the travel time slightly. However, if you are too close to the edge of the screen, Aya may be returned to the center of the screen.



◆After the battle ends, you can still move during the short time before this message appears, so make use of it.

●Reset PE bar recovery speed to initial state

The more Parasite Energy you use, the slower your PE bar will recover during that battle. Therefore, no matter how powerful "Energy Shot" and "Revive" are, they consume the entire PE bar with a single use, making it difficult to use them repeatedly. However, if you change the armor you're equipped with, you can reset the PE bar recovery speed to its initial state (→ P.292). There's no reason not to take advantage of this technique.

How to read the following pages

①Target time

The target time to clear that day. Save screen and menu

Compare it with your own playing time displayed on the screen.

②Flowchart

The minimum necessary actions are listed in order of progression. The names of items obtained or used are written in brackets, and explanations are also provided in important places.

For information on how to fight NMC, see CELL 4 (→P.82).

③Mobile MAP

Flowchart and correspondence. The place where you will perform the action in ② is

The numbers are the same as those in the flow chart. If you move around the map according to these numbers, you can clear the game by the shortest route. However, some maps that are deemed unnecessary have been omitted.

Day1
Time 00100
2
3

Day1

In the first half of the game, the key is to fight with a club to save ammo. When using a club, be aware that there is a significant time lag between deciding on a target and attacking. Therefore, always aim to attack when the enemy is stationary. You will only be able to use firearms once you have acquired the M1911A1.

Target time 00:15:00

1 After the movie, equip the [Club]

2 Eve 1st Form and Battle

After attacking once, a conversation will begin, but you can skip it and attack again. After that, you can avoid the enemy's attack once and attack twice yourself, and repeat this process. You will win if you land 4 to 6 attacks.

3 Battle (vs RAT1)

4 Obtain [Gakuya Key] from the corpse

5 Read the diary and obtain the [Key to the Chamber]

6 Eve 2nd Form (Training Hall) Battle

It is generally best to stay away from enemies unless you are attacking. Aya has low HP, so you will want to avoid not only being hit by enemy attacks, but also contact damage.

7 8 Battle (vs. RAT1, FROG1)

9 After obtaining [M1911A1] from the treasure chest, equip it

10 Move without fighting

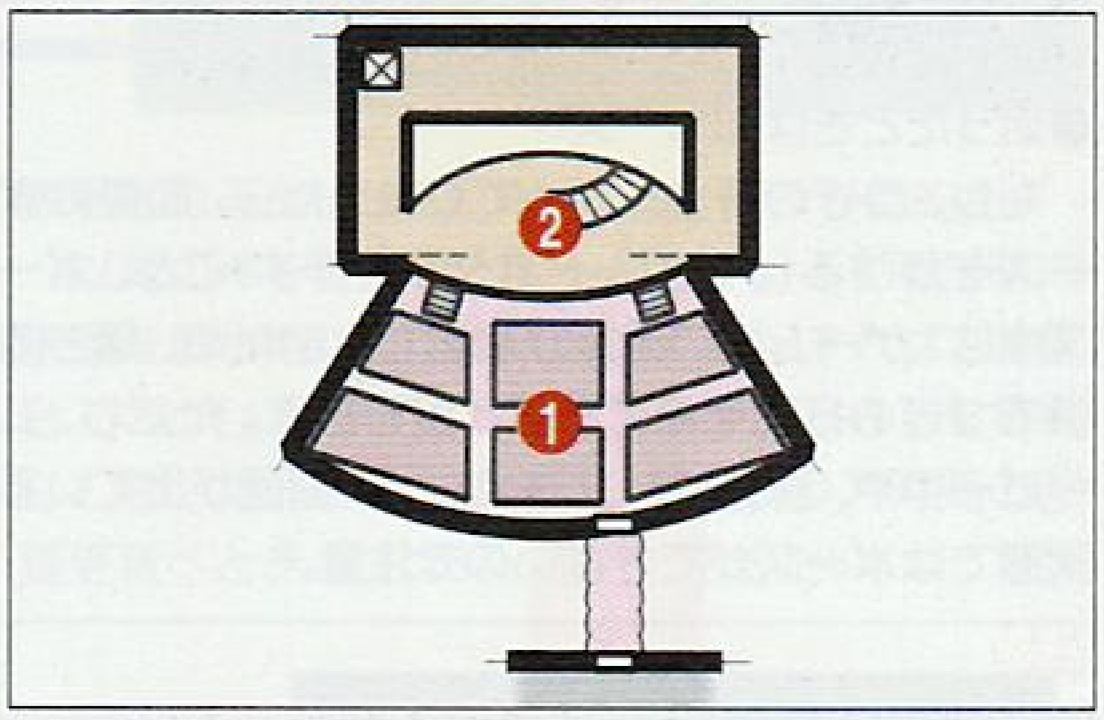
If you move along the upper wall while pressing the directional keys, you can avoid fighting in this area. Of all the battles, this is the only place where you can avoid them in this way.

11 Battle with ALLIGATOR1 (Obtain [Kv Vest] after victory)

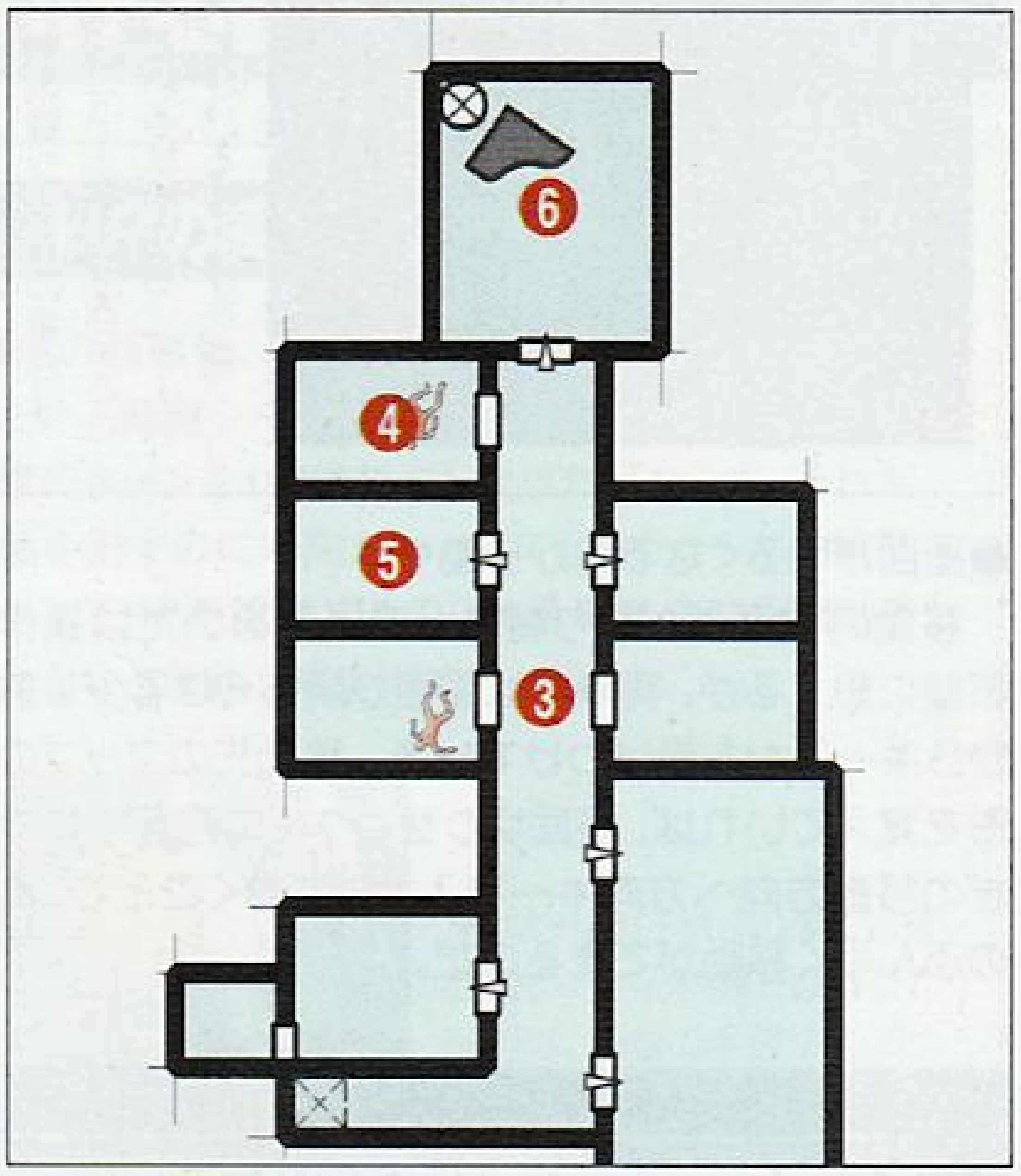
The final battle of Day 1. At this point, Aya is only level 3, so if she takes two or three attacks from the enemy, the game will end. Fight with the intention of defeating the enemy without taking a single hit.

12 After the conversation, Day 1 ends

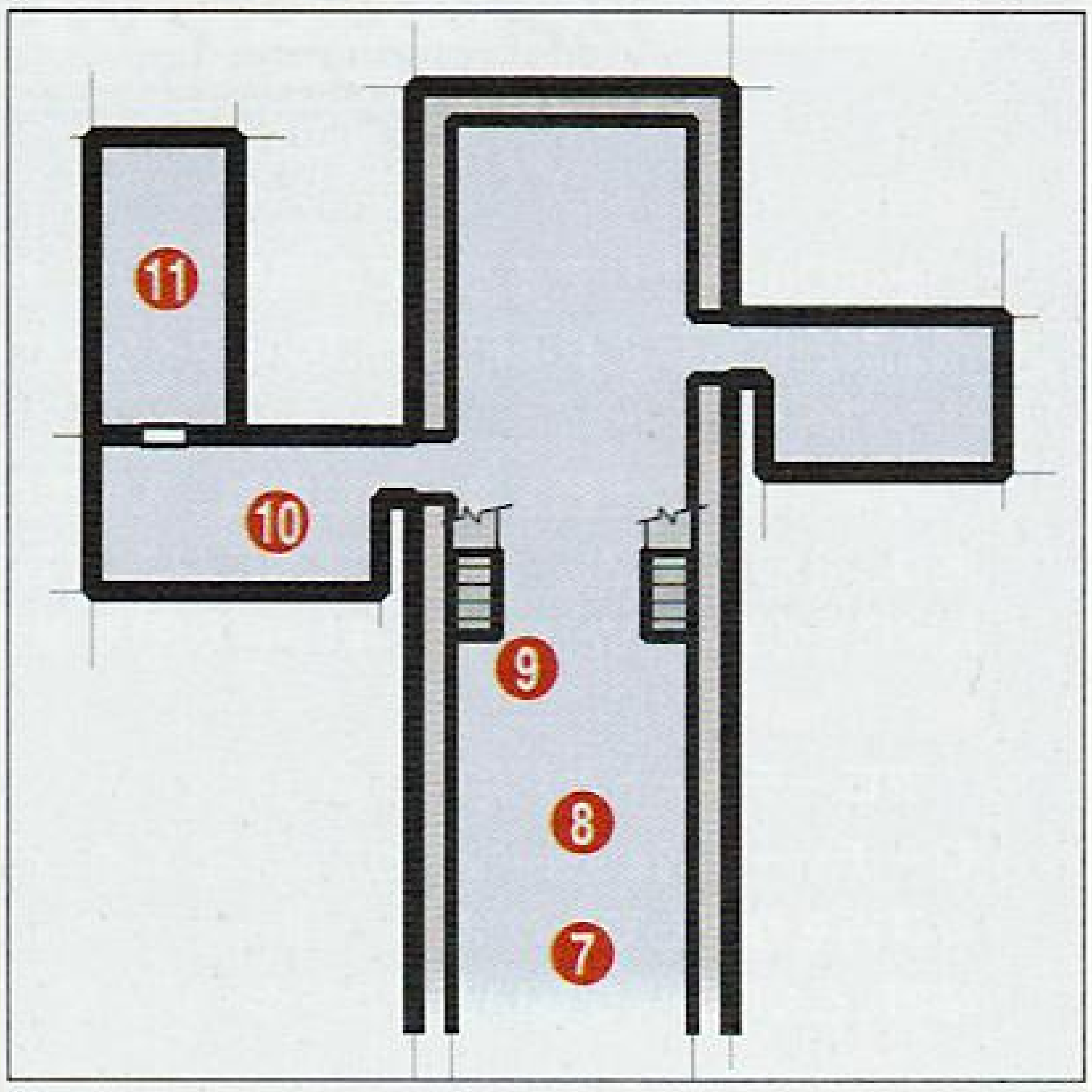
Carnegie Hall (Hall)



Carnegie Hall (basement)



Carnegie Hall (Sewer 1)



Day2

The key to success is surviving the series of enemy battles that occur in the latter half of Central Park. It's best to focus on one target and defeat them without spreading your attacks out. Don't forget to restore HP after each battle. While you're still getting used to the game, obtaining resuscitation potions in steps ② and ⑨ will make the rest of the game a little easier.

target time 00:50:00

⑬ After the conversation, obtain the [Modification Permit]

A conversation with Baker will begin, and you will receive a [Modification Permit]. This item is not particularly useful in time attacks, so it is best to deposit it at level 14.

⑭ Get [Tool] from the treasure chest. Talk to him and get [M16A1], then equip it.

After obtaining the [Tools] from the treasure chest near the entrance, immediately speak with Wayne. Then receive the [M16A1] from Torres, leave the [School Key], [Training Hall Key], and [Modification Permit] with Wayne, and equip the [M16A1].

⑮ conversation with ben

Exit the Weapons Department and immediately go up the stairs. You'll find a child (Ben) at the end of the hallway on the first floor, so head towards him. After that, a conversation with Ben will automatically begin.

⑯ Talk to Baker

⑰ Leaving the police station and going to the museum

When you leave the police station, the screen will switch to a panoramic map. Immediately press the right arrow on the directional ○pad once and select the museum with the button. Speedy operation is also important here.

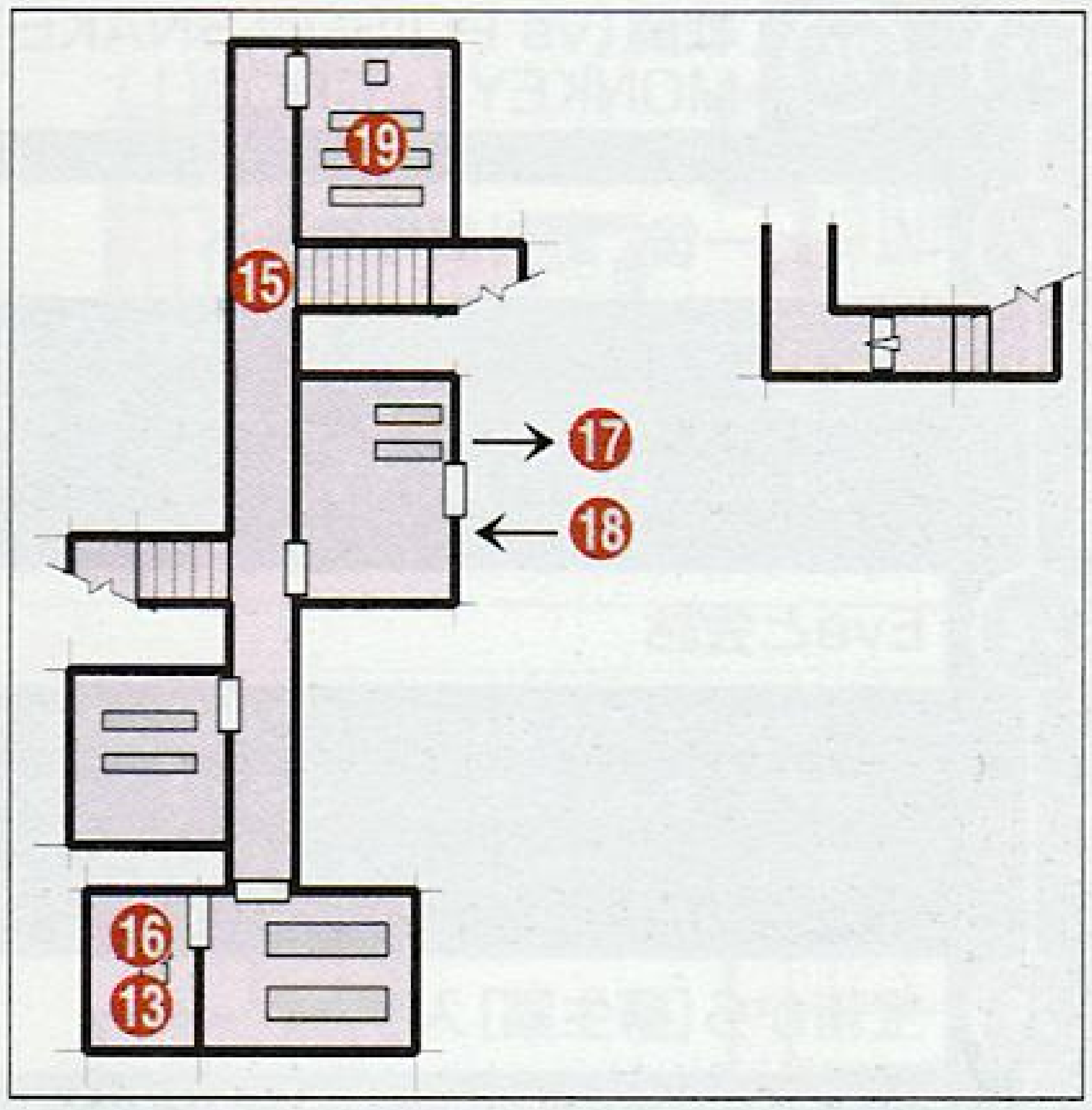
⑱ After talking to Crump, go to the police station

⑲ After the conversation, obtain the [Modification Permit]

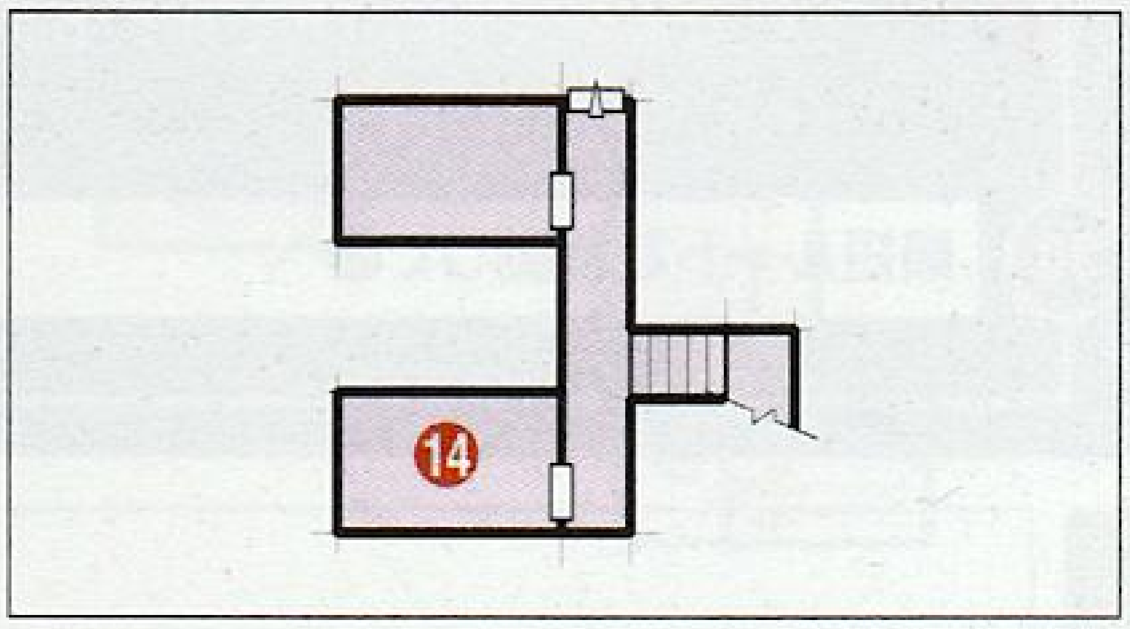
⑳ Leaving the police station and heading to Central Park

After leaving the police station and watching the cutscene, Central Park will automatically be selected on the map. Press the Circle button to move there immediately.

Police Station (1st-2nd Floor)



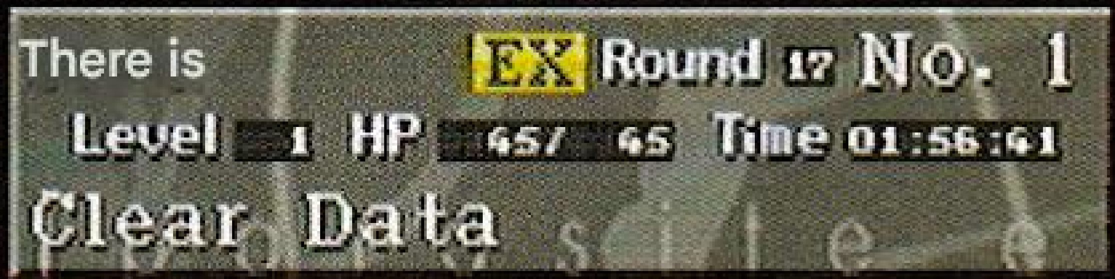
Police Station (B1F)



COLUMN

Challenge yourself in a time attack in EX ROUND!

EX ROUND allows you to strengthen your equipment to the maximum. Taking advantage of this advantage, the staff of this book attempted a time attack using the ultimate equipment. They chose Full UZ for weapons and Cr Armor Modification for armor, increasing all of the stats to their maximum (999). They also selected additional effects such as "Preemptive Attack," "Double Command," and "Critical," and were able to achieve a time of 1:56:41, about an hour faster than the first round.


There is EX Round 17 No. 1
Level 1 HP 65/ 65 Time 01:56:41
Clear Data

◆If you maximize your equipment, you can clear the stage in such a short time.

21 22 Battle (vs SNAKE1, POISON-SNAKE1, CROW1)

23 Get the [CP Key] from the drawer. Get the [SP Vest] from the shelf and equip it.

The [CP Key] and [Sp Vest] are located next to each other, so collect them quickly. After that, quickly equip the [Sp Vest].

24 ~ 26 Battle (vs POISON-SNAKE1, MONKEY1, CROW1)

27 After the movie, head to the outdoor theater stage

Once the cutscene is over, move to the right and head towards the exit. You can quickly exit this exit by pressing the down arrow key.

28 Conversation with Eve

Follow the girl's ghost to the outdoor theater stage. Press the O button to skip the conversation with Eve, then chase after her as she flees.

29 Obtain [Resuscitation Potion] from treasure chest

If you are confident that you can win the upcoming battles, you don't need to take the [Resuscitation Potion]. This also applies to the [Resuscitation Potion] on Day 3-④⑩.

30 take the shortest route to ●

31 ~ 33 Battle (vs POISON-SNAKE1, MONKEY1, CROW1, BEAR1)

34 Obtain [CR Evasion or PE Defense] [Defense or Tool] from the treasure chest

Use items other than [Tools] on [Sp Vest]. From now on, use these types of strengthening items as soon as you obtain them.

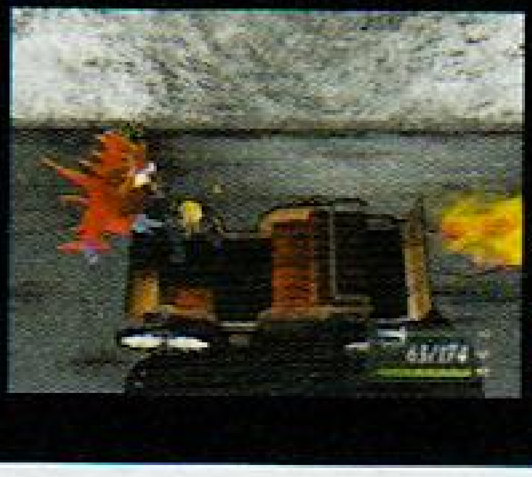
35 Battle (vs. CROW1, PLANT1)

36 Battle with Giantworm

To save time, use the strategy of defeating two enemies at once (→P.132). If you're lucky, you'll gain [Defense] after victory.

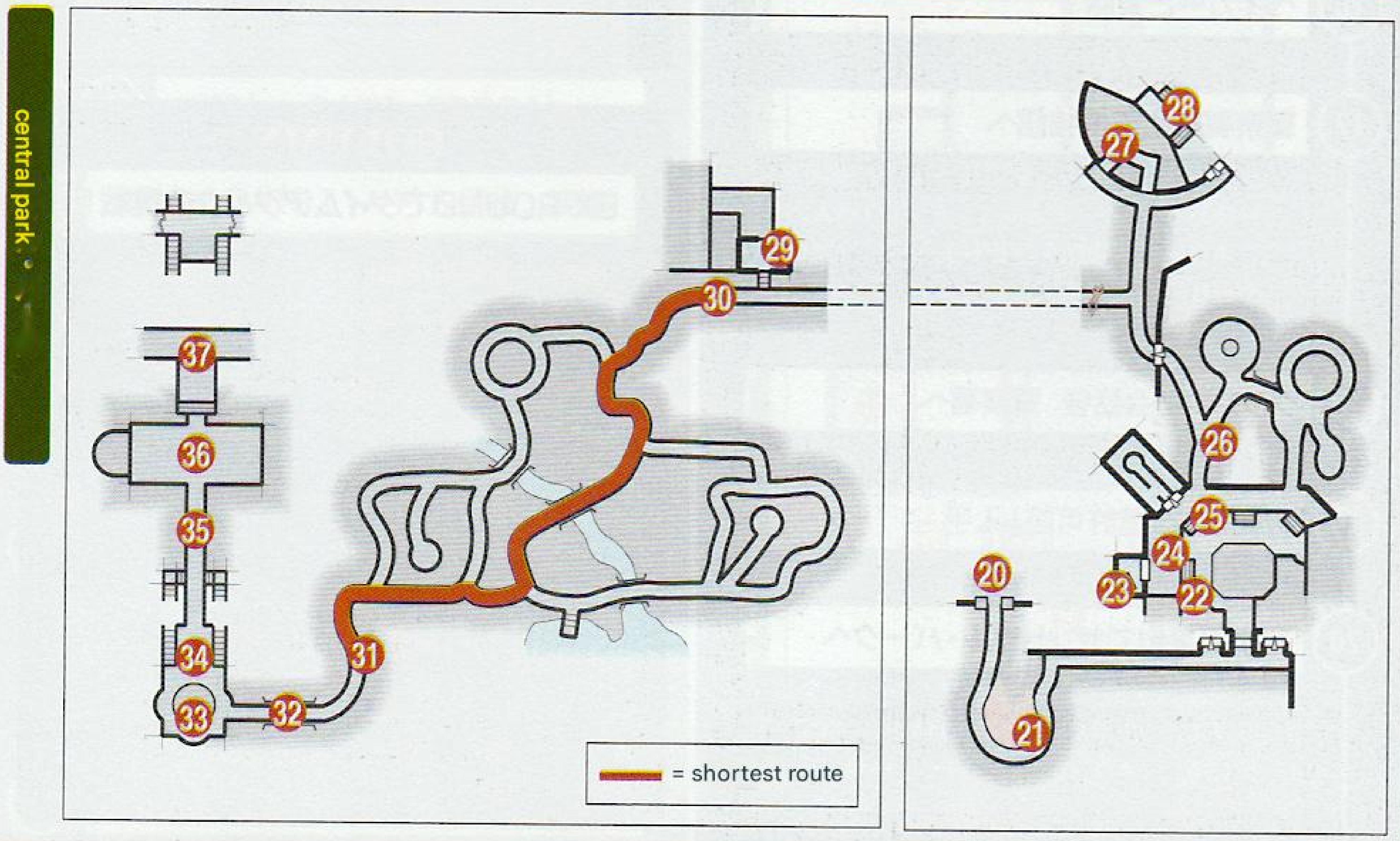
37 Eve 2nd Form (Carriage) Battle

Get as close as possible to the enemy before attacking. However, be careful as Eve may attack with her claws at this time.



◆When Eve is at the same height as Aya, just attack.

38 After the movie and conversation, Day 2 ends.



Day3

This is the climax of the first half of the time attack. Since you don't have enough healing items, use "Heal" and "Heal Hi" to recover HP as much as possible, and save the healing items for the battle with Kerberos. By the way, if you proceed with the game without picking up the resuscitation medicine at ⑩, there's nothing to do in the drugstore, so leave immediately.

Target time 01:10:00

㊴ Get [Tool] from treasure chest

㊵ Obtain [Resuscitation Potion] from the treasure chest

㊶ After the conversation at the museum, go to the police station

㊷ If there is space in the item list, obtain [Hamaya] from Maeda

㊸ Battle (vs. RAT3, CROW2)

㊹ Talk to Warner

㊺ Battle (vs. CROW2, DOGMAN1)

㊻ After talking to Wayne, obtain [M92F]

Leave the unnecessary items [Modification Permit], [CP Key], and [Hamaya] if you have them. Discard the [M1911A1], [M92F], [N Vest], and [Kv Vest] here.

㊼ Talk to Kathy

㊽ After obtaining [CM Best Modification] from the treasure chest, equip it.

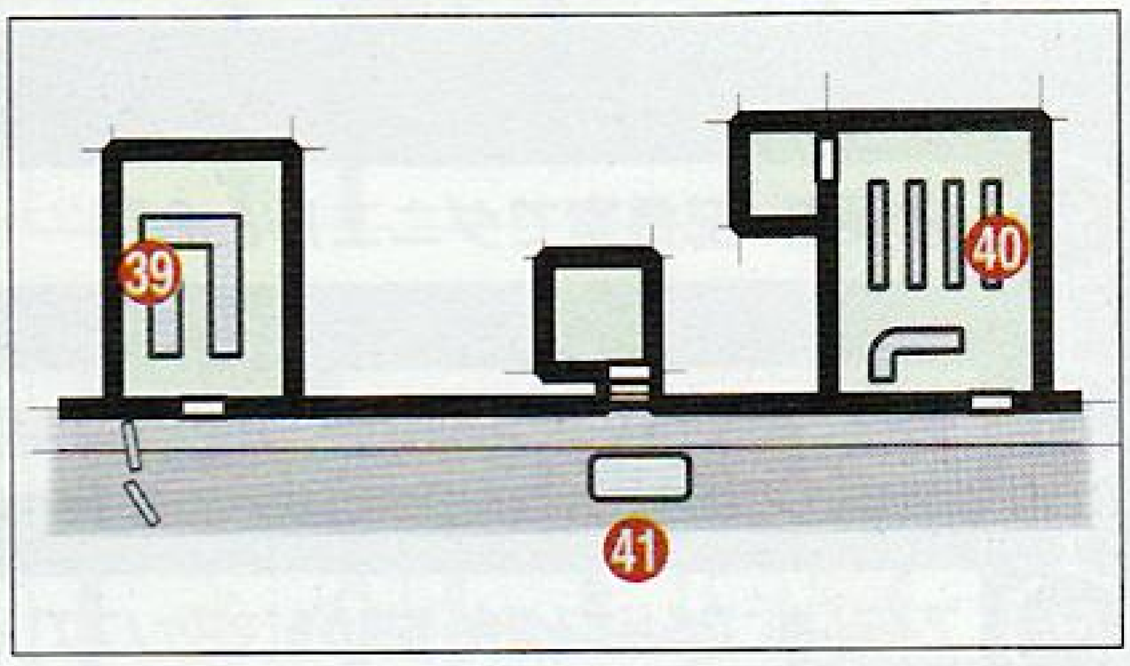
After equipping the [Cm Vest Modified], the bonus value of the [Sp Vest] will be transferred to the [Cm Vest Modified]. This armor will be used until the end of the game.

㊾~(51) Battle (vs. RAT3, CROW2, DOGMAN1, SPIDER)
(※ Obtain [Tool] after winning 50 battles)

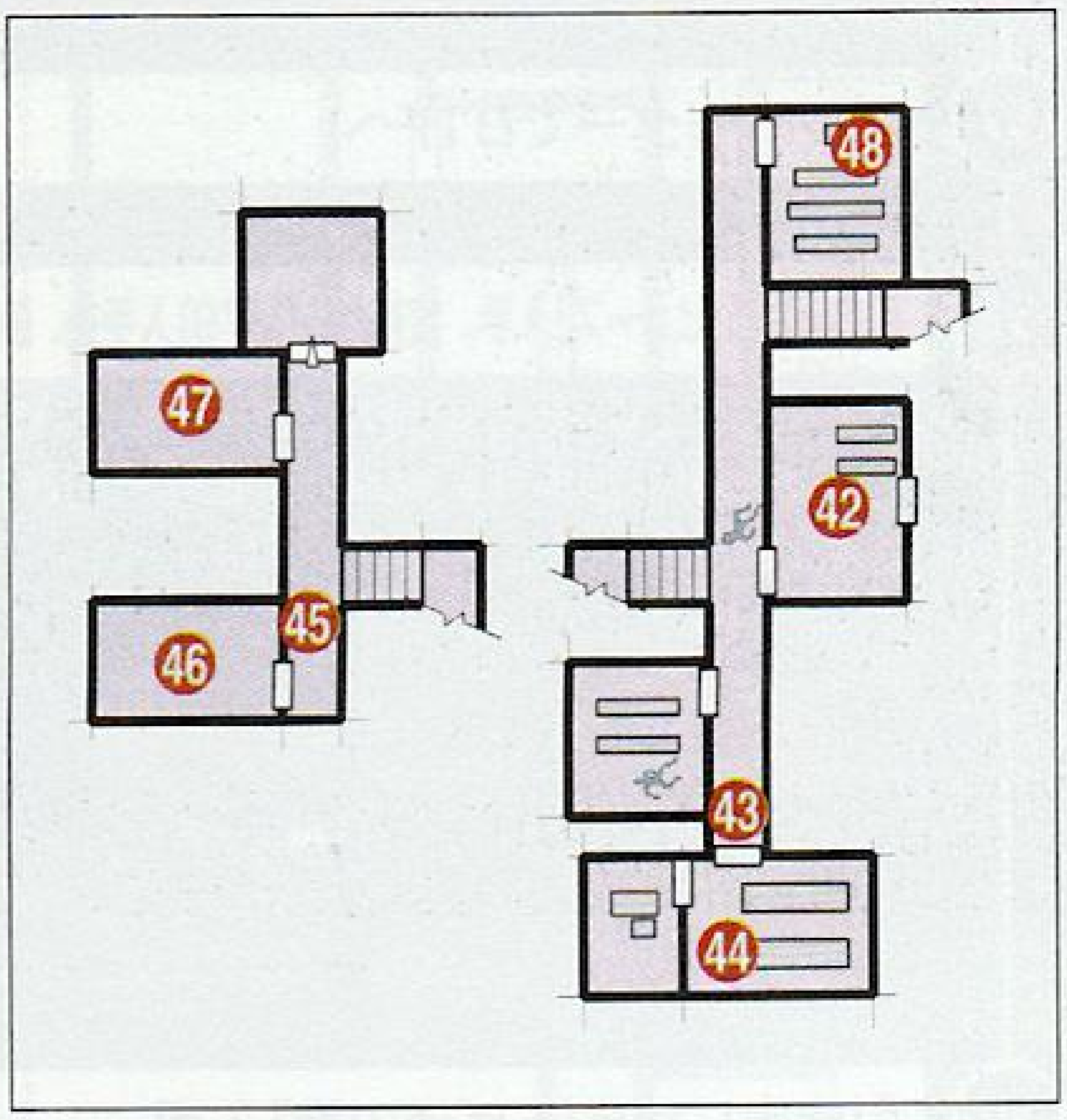
(52) Battle with CERBEROS (obtain [M9 Kai] after victory)

(53) After the conversation, Day 3 ends

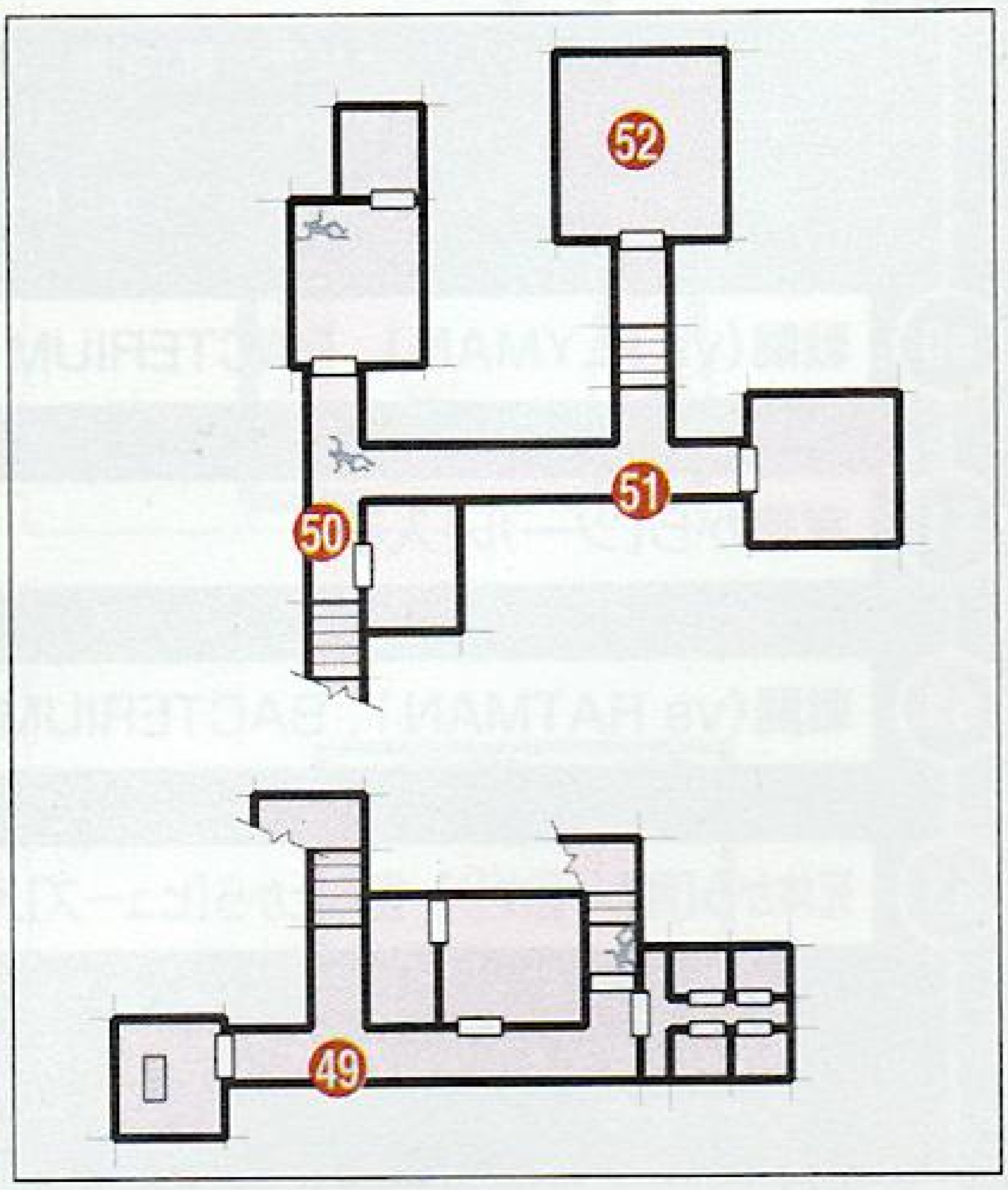
soho



Police Station (1F to B1F)



Police Station (2nd to 4th floors)



Day4

At the end of the battle, you'll get a lot of healing items and ammo. Since you'll likely run out of healing items in the first half of Day 5, you'll want to be smart about your battles and stock up on healing items here. Also, if you get a lot of poison cures or movement restriction cures, throw them all away when your inventory is full.

Target time 01:40:00

54 Talk to Daniel in the Chief's Office at the Police Station

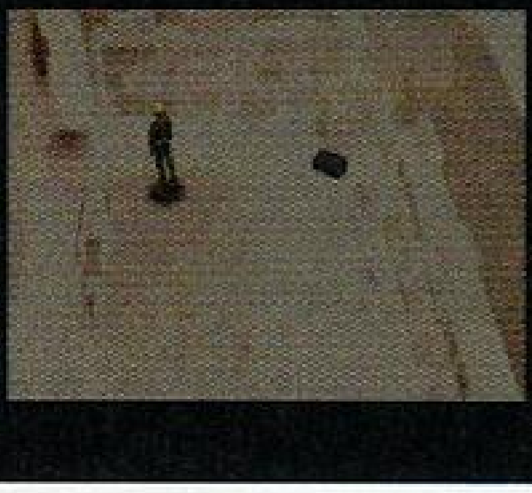
55 Meet Maeda in the forensic room, get [Bullet +30] from Daniel, then go to the hospital

56 If there is space in your item list, obtain the [Mayokenosuzu] from Maeda.

57 Take the elevator to B1F

58 Get [Fuse] from the shelf. Get [M79] from the treasure chest, then equip it.

Now move the additional value of [M16A1] to [M79]. When entering or exiting this room, use door a to avoid combat.



◆If you try to exit through the upper door, you will be forced into a fight.

59 Get the [Door Key] from the drawer

Enter through door b, get the [Door Key], then immediately go back to the same door. This time, touch the left edge of the door to exit quickly.

60 Battle (vs. Flyman 1, Bacterium 1)

61 Get [Tool] from treasure chest

62 Battle (vs. Ratman 1, Bacterium 1)

63 Get the [Blue Card Key] from the corpse and the [Fuse] from the shelf.

It doesn't matter which one you get the [Blue Card Key] and [Fuse] from, but make sure you have space in your item list beforehand.

64 Use [Blue Card Key]

65 Get [Tool] from treasure chest

66 Battle (vs. MIXEDMAN1)

67 Get [Fuse] from the floor

68 [Fuse] x 3 used

Once you reach the fuse box, connect the wires, turn on the power, and pop the three fuses back in. Once the power is restored, head straight for the elevator.

69 Take the elevator to the 1st floor

70 71 Battle (vs. Flyman 1, Ratman 1, Bacterium 1)

72 Conversation with a female doctor

73 Battle (vs. Flyman 1, Bacterium 1)

74 After talking to the nurse, obtain the [Green Card Key]

75 Obtain [PE Defense] from the treasure chest

76 After talking to the female doctor, use the [Green Card Key]

77 Battle (vs BACTERIUM-KING)

After winning a battle, the enemy will drop a [B Vest]. Move the additional effect of "Poison Evasion" that comes with it to a [Cm Vest Modified].

78 twist the valve

79 Take the elevator to the 13th floor

80 Battle (vs. BACTERIUM1, MIXEDMAN1)

81 Get [Tool] from the shelf

82 Move the equipment and press the door switch

83 Battle (vs. Ratman 1, Mixedman 1)

84 Obtain [CR Avoidance] from the treasure chest

85 Battle (vs. Ratman 1, Mixedman 1)

86 Get [Junk] [Elevator Key] from floor 86

87 Take the elevator to the roof

After the cutscene, press the elevator switch. Refill your ammo and restore your HP in preparation for the upcoming battle with Spider-Woman 1.

88 Battle with SPIDER-WOMAN1 (obtain [G23] after victory)

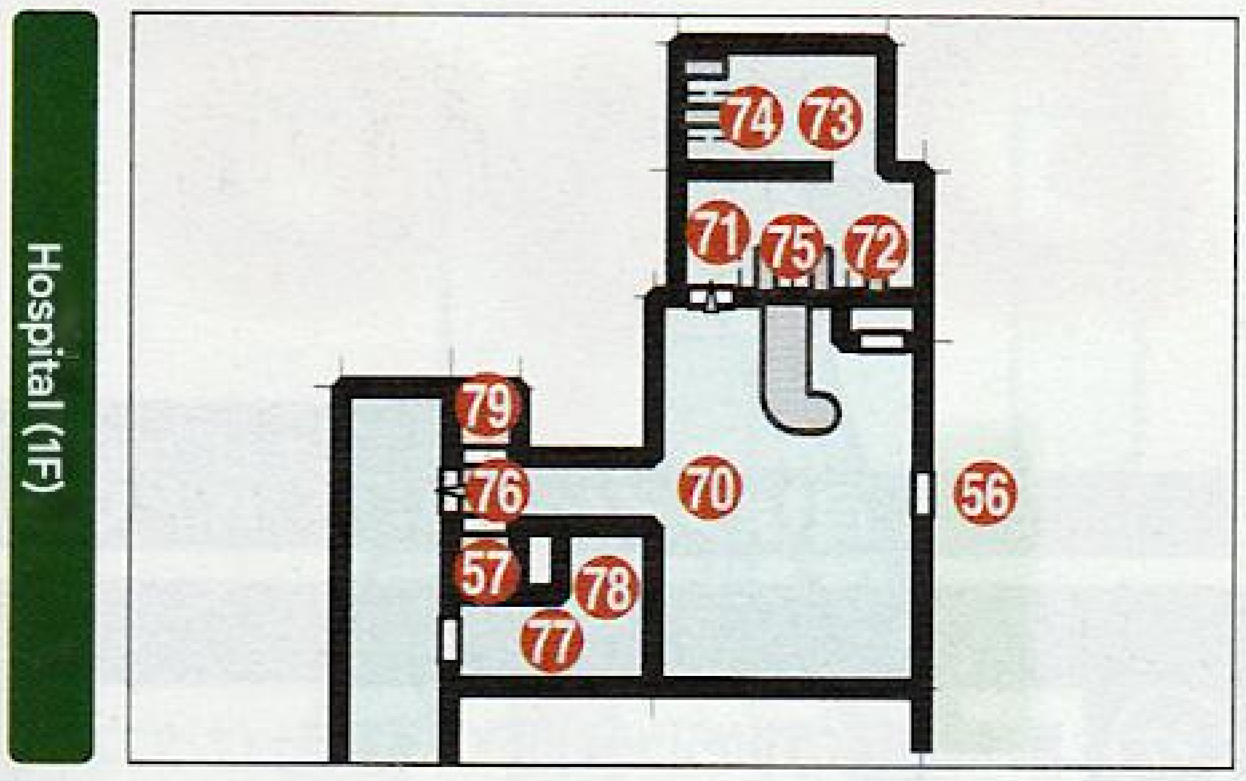
If you use the following pattern, you can defeat the enemy in a short time: wander around the tips of their front legs, let them fire a "fire bullet", and then attack while they're distracted.

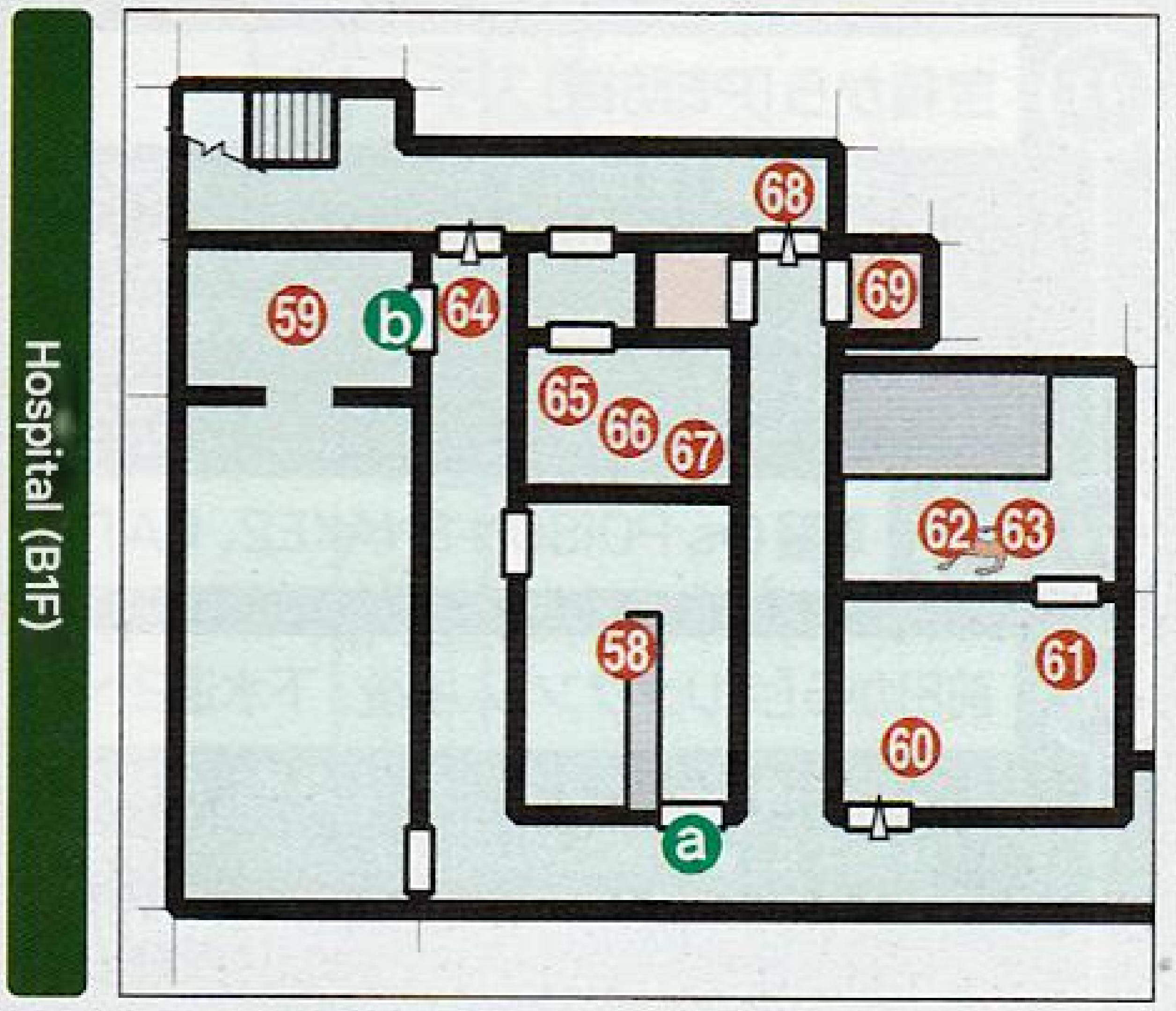
◆Don't forget to use one ``Energy Shot'' against each stage of the enemy.

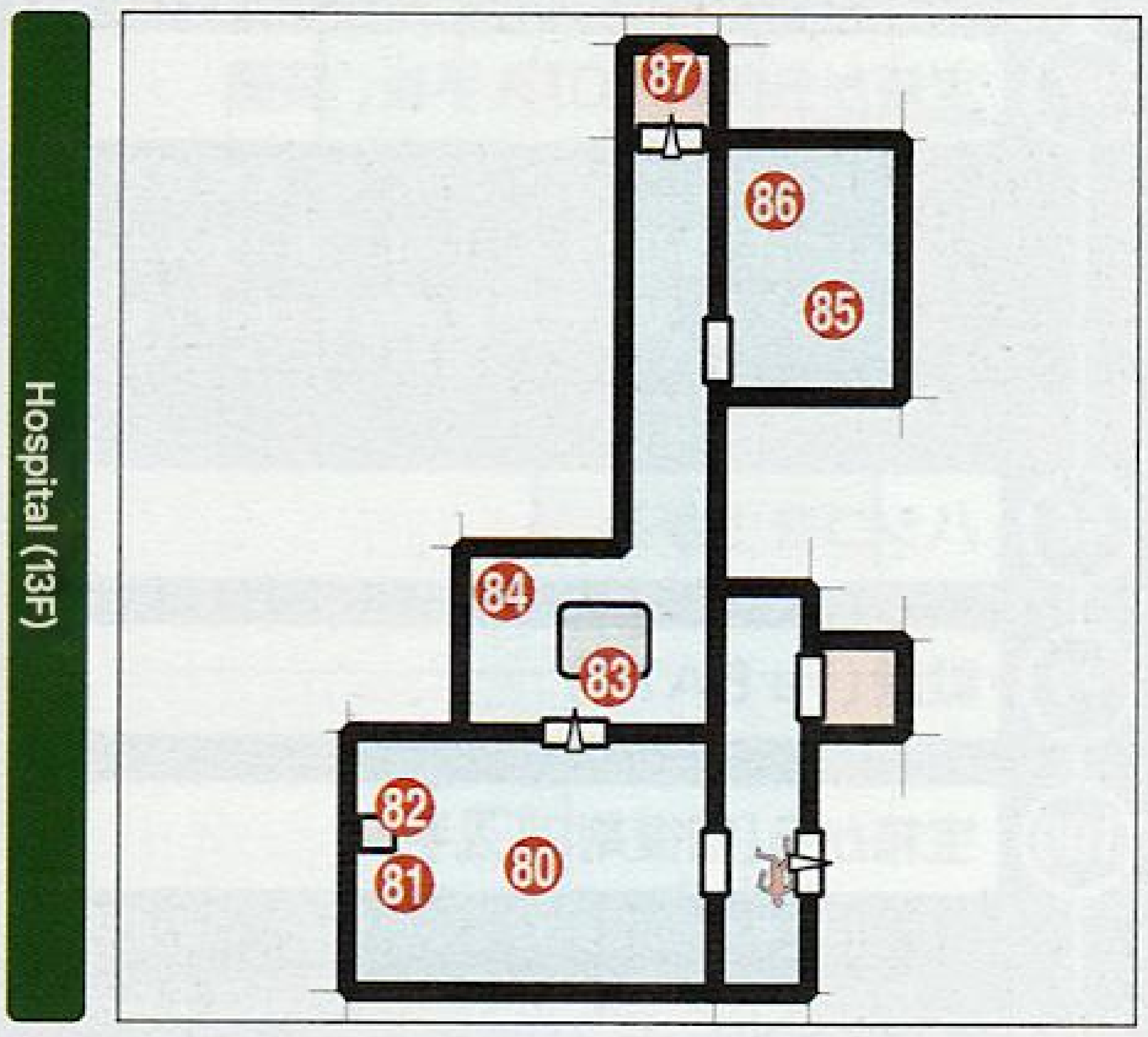
89 After talking to Eve, head to the gondola

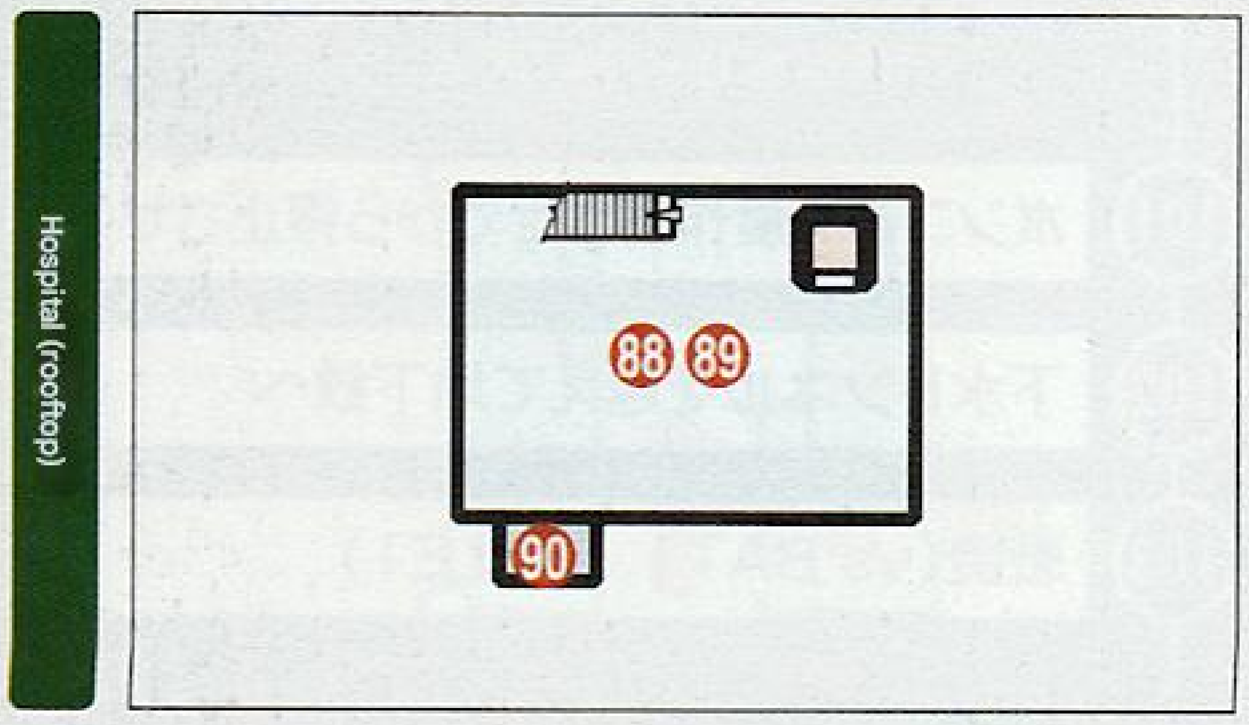
90 Battle (vs. Spider-Man 2)

91 After the conversation in the police station chief's office, Day 4 ends.


Hospital (1F)
74
73
71
75
72
79
76
70
56
57
78
77


Hospital (B1F)
68
59
b
64
69
65
66
67
62
63
58
61
60
a


Hospital (13F)
87
86
85
84
83
82
81
80


Hospital (rooftop)
88
89
90

Day5

The clear time will vary greatly depending on the number of enemy encounters you have within the museum. Generally, it is best to have as few enemy encounters as possible, but if you have an extremely low number of encounters, Aya's insufficient level will prevent you from completing the remaining stages, so be careful (see page 309 for what to do if you are underleveled).

target time 02:40:00

92 After obtaining the [Tool] [PPK] from the treasure chest in front of the warehouse at Pier 3, go to Chinatown.

93 Obtain [PE Defense] from the treasure chest

While using [PE Defense], throw away the [Junk (obtained at the hospital)], [M9 Modified], and [G23]. However, make sure to unload the bullets from each weapon just before doing so.

94 95 Battle (vs POISON-SNAKE2, CAT1)

96 After obtaining [Narita-san] from Maeda, go to Sewer 2

In Sewer 2, move along the lines marked on the map (★ indicates points where you will definitely encounter enemies). The NMCs that appear are POISON-SNAKE2, FROG2, or BAT1.

97 Obtain [M870] from the treasure chest and equip it.

Move the additional value of the [M79] and the "First Strike" of the [PPK] to the [M870]. Also, use the bonus points to increase the magazine capacity of the [M870] by 3.

98 go up the ladder

99 Battle (vs BAT1)

100 Obtain [Recovery Agent 3] from the treasure chest

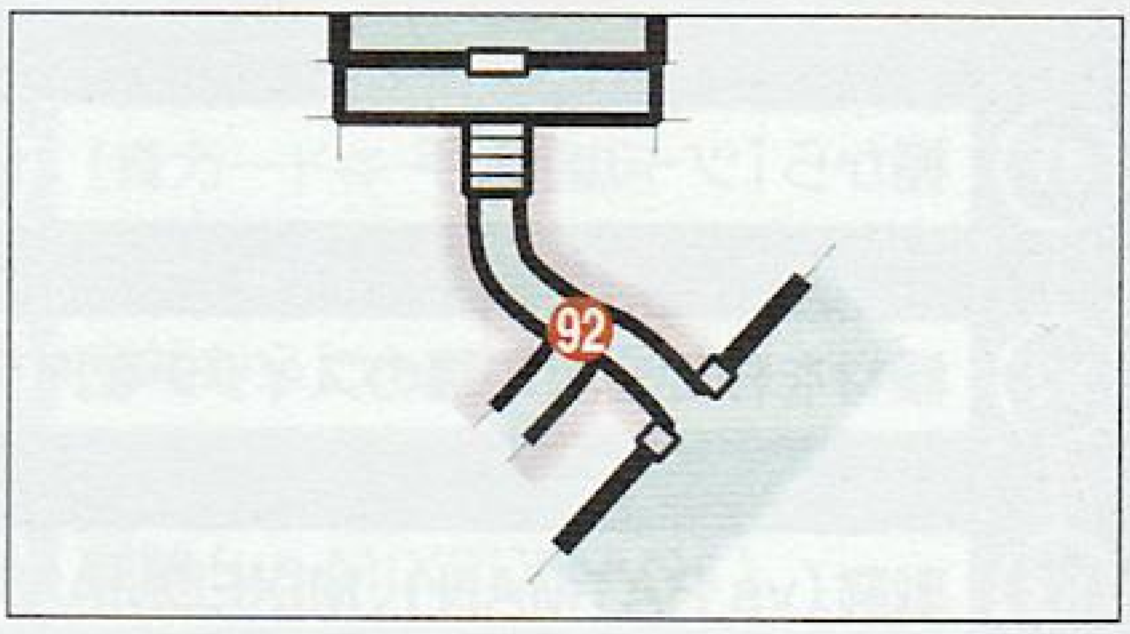
If you don't have enough healing items, you'll have a tough time in the upcoming battle against Centipede 1. If you're worried about the number of healing items you have, get [Healing Item 3] here.

101 Run the pump once and then stop it

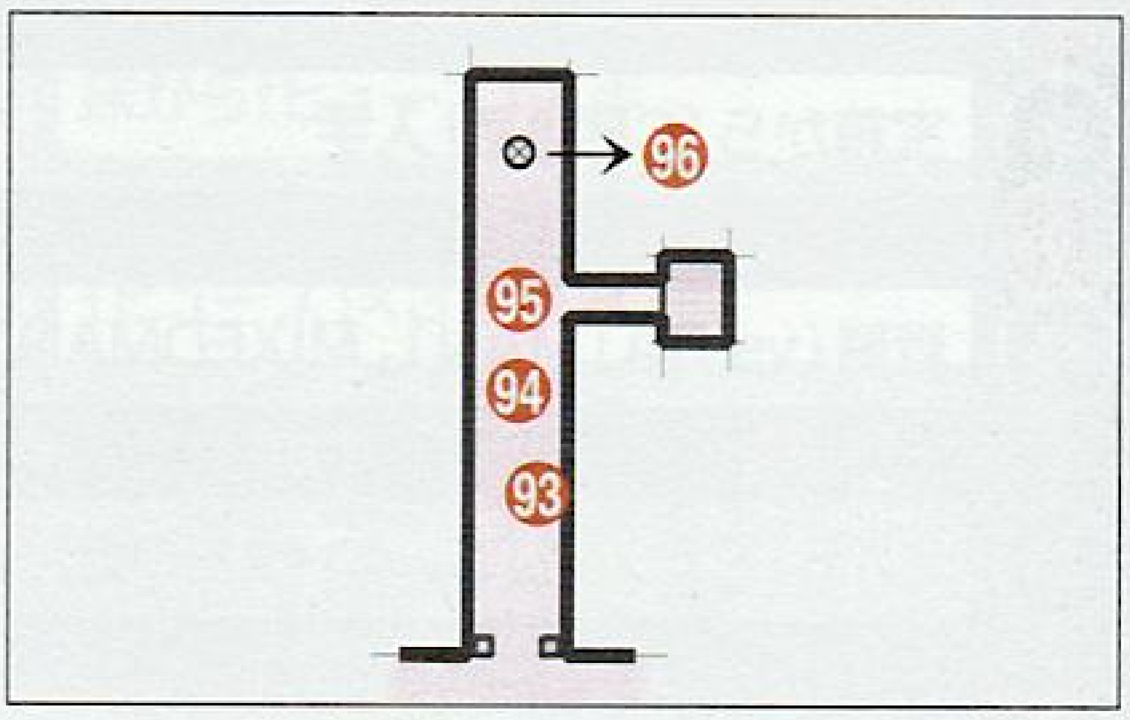
102 Over the sewer tunnel to the subway

103 Battle (vs BAT1, MOLE1)

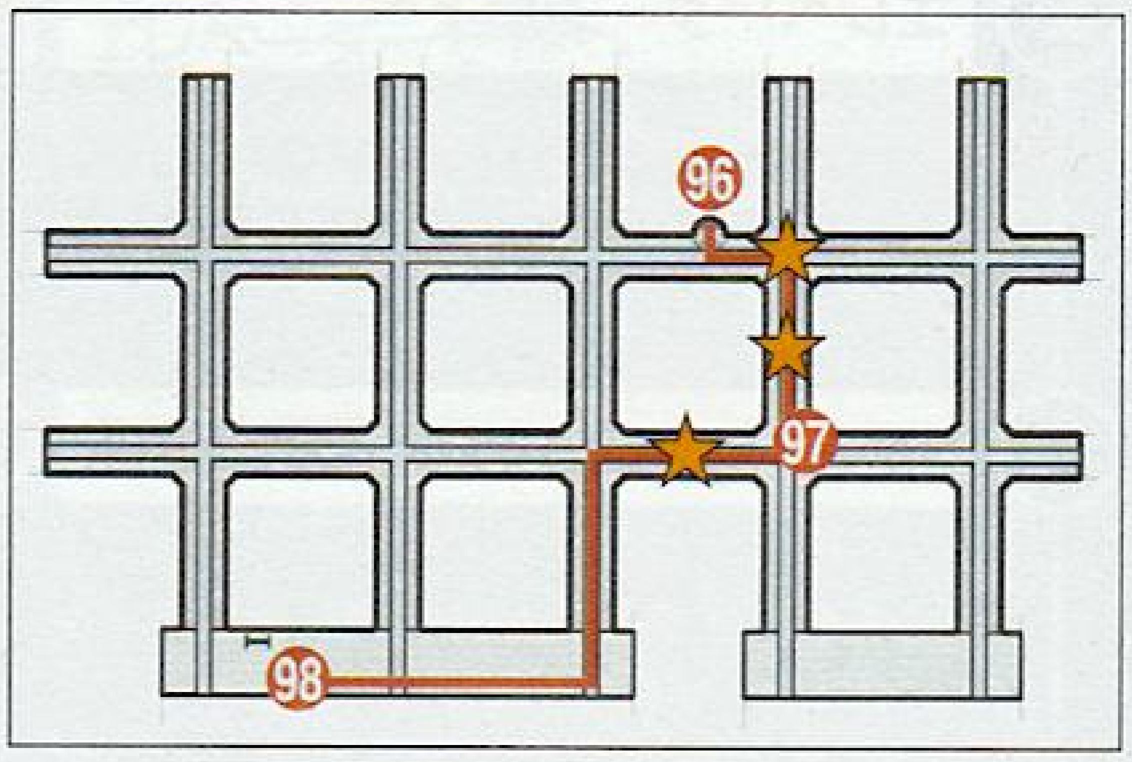
Pier 3 Warehouse (Entrance)



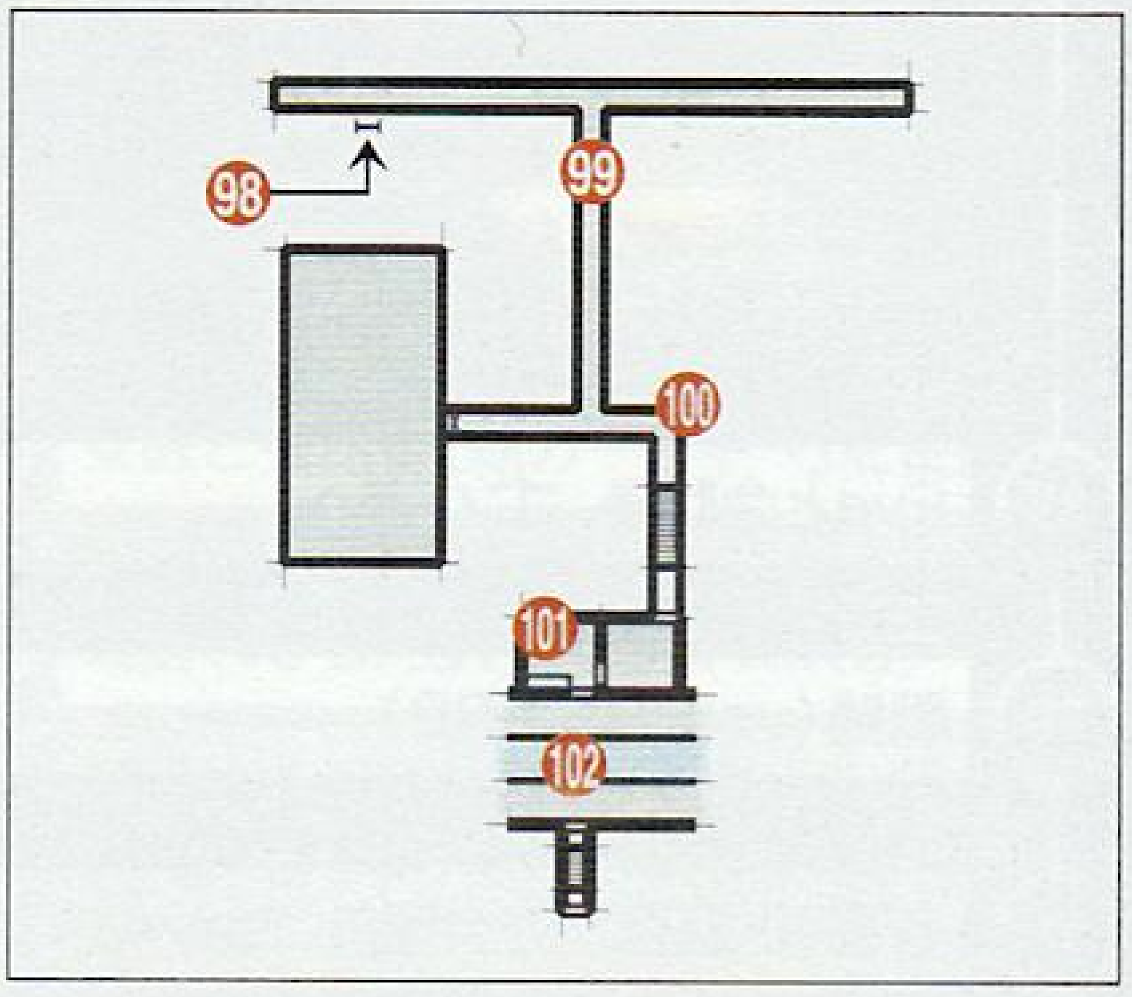
Chinatown (Street)



Chinatown (Sewers 2)



Chinatown (Pump Station)



104 Battle with CENTIPEDE1 (obtain [M79 Kai 2] after victory)

Before the Centipede 1 battle, make sure to replenish your ammo and restore your HP. After the victory, remove the ammo from the [M79 Modified 2] you obtained and transfer the "Freeze" effect to the [M870].

105 Obtain [Gate Key] from the corpse

After obtaining the [Gate Key], prepare for the disk exchange that will take place immediately after. The in-game time will continue to count during the exchange, so you'll want to complete the process quickly.

106 Obtain [CR Avoidance] from the treasure chest

107 Leaving the subway and heading to the museum

108 Battle with SCORPION1

This is one of the most difficult spots in the museum. The M870's attack action time is long, so make use of the "Energy Shot" which can deal a lot of damage in one attack.

109 **110** Battle (vs CHAMELEON1, TROODON1)

111 After the event, battle (vsARMADILLO 1)

Once you enter this room, exit immediately to trigger an event. If you win the battle here, you will receive [Recovery Agent 4].

It is more efficient to lure ARMADILLO1 to one location and kill them all at once.

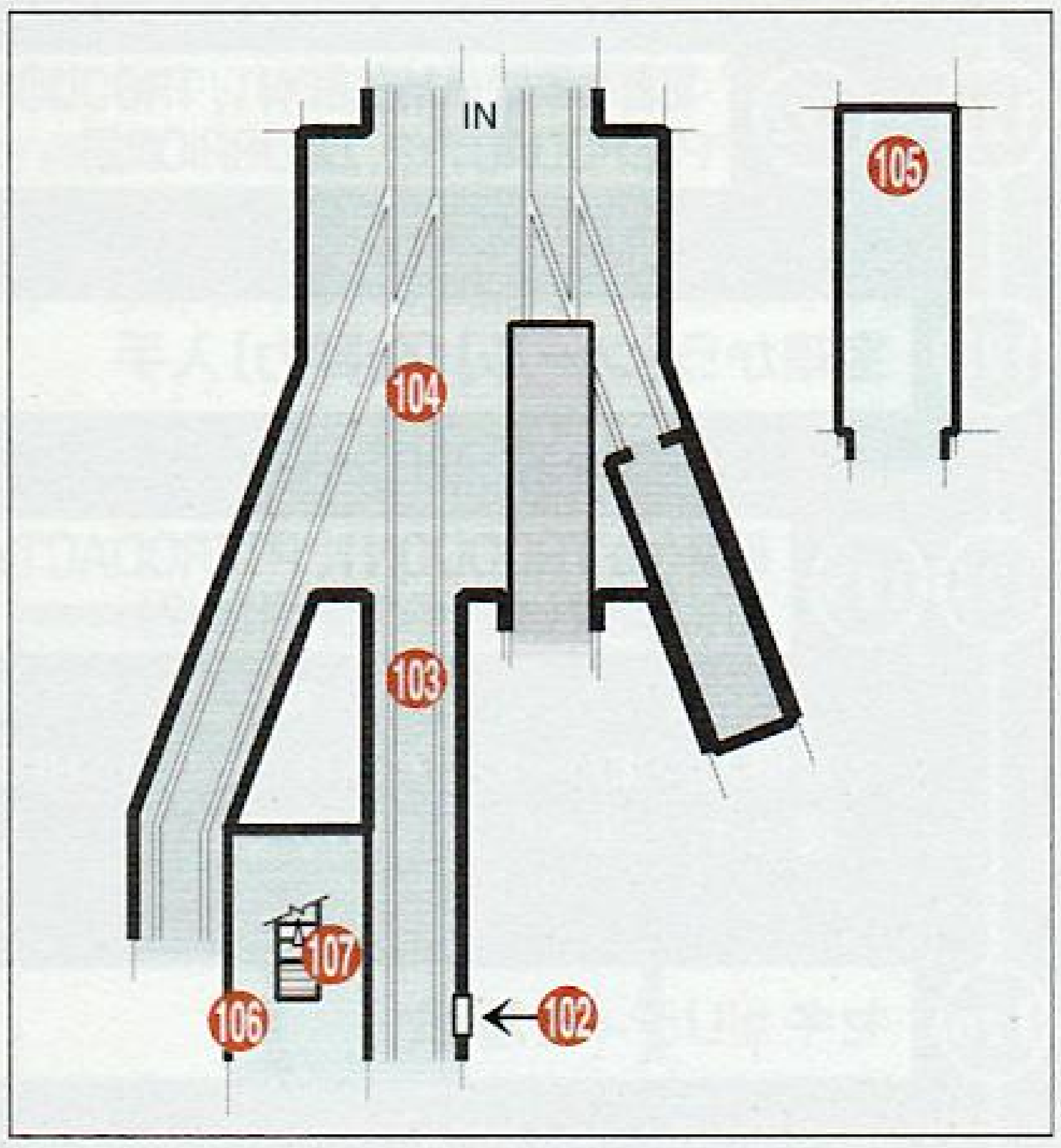
112 Take the emergency ladder on the 2nd floor to the 3rd floor

113 ~ **118** Battle (vs. Chameleon 1, Troodon 1, Pterodacty 1 & 2, Armadillo 2)

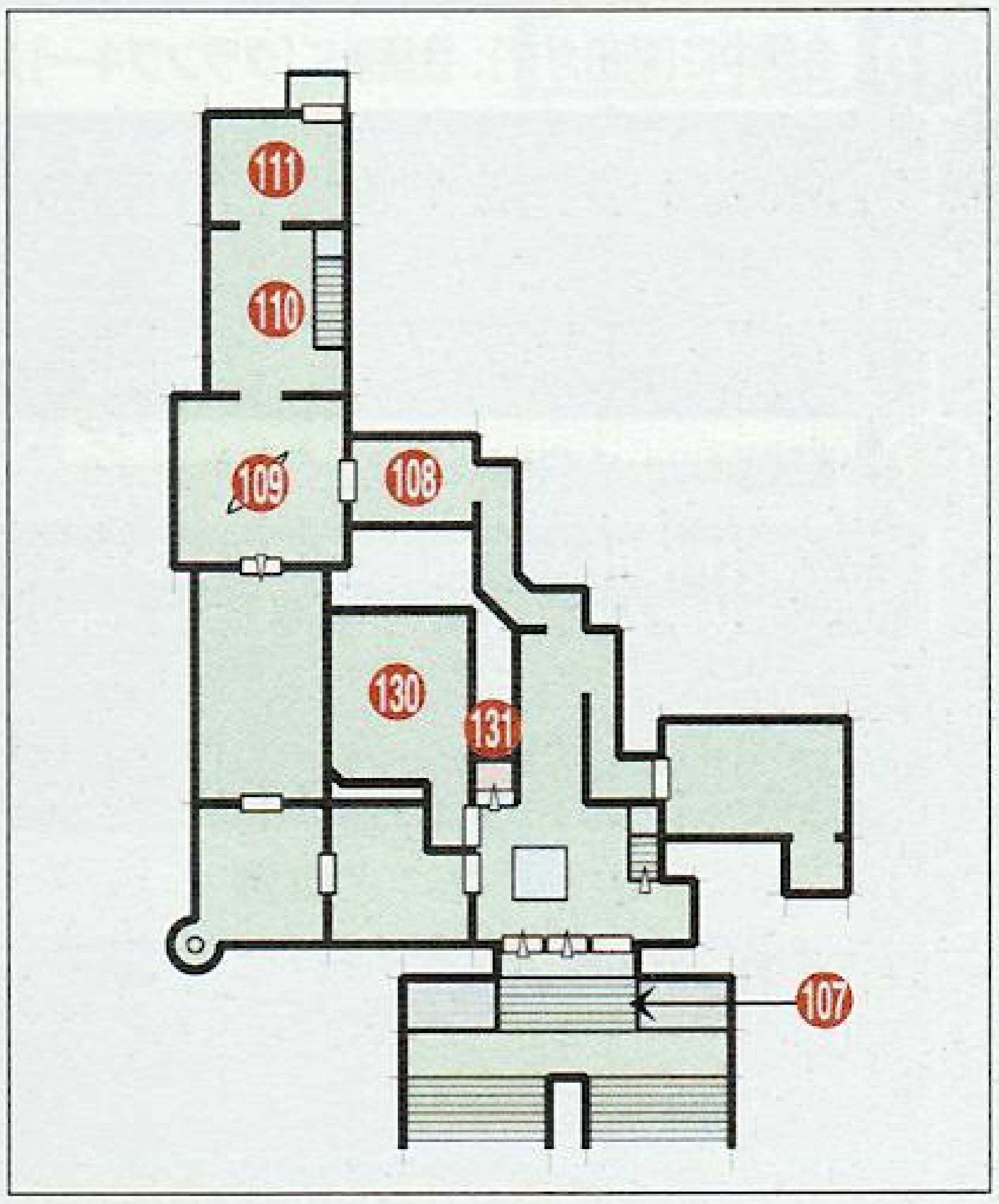
119 Get the [Sv Protector] from the treasure chest and then go outside the window.

Keep the [Sv Protector] to reset the PE bar recovery speed during battle (→ P.292). After obtaining it, immediately go out the window and go down to the 2nd floor.

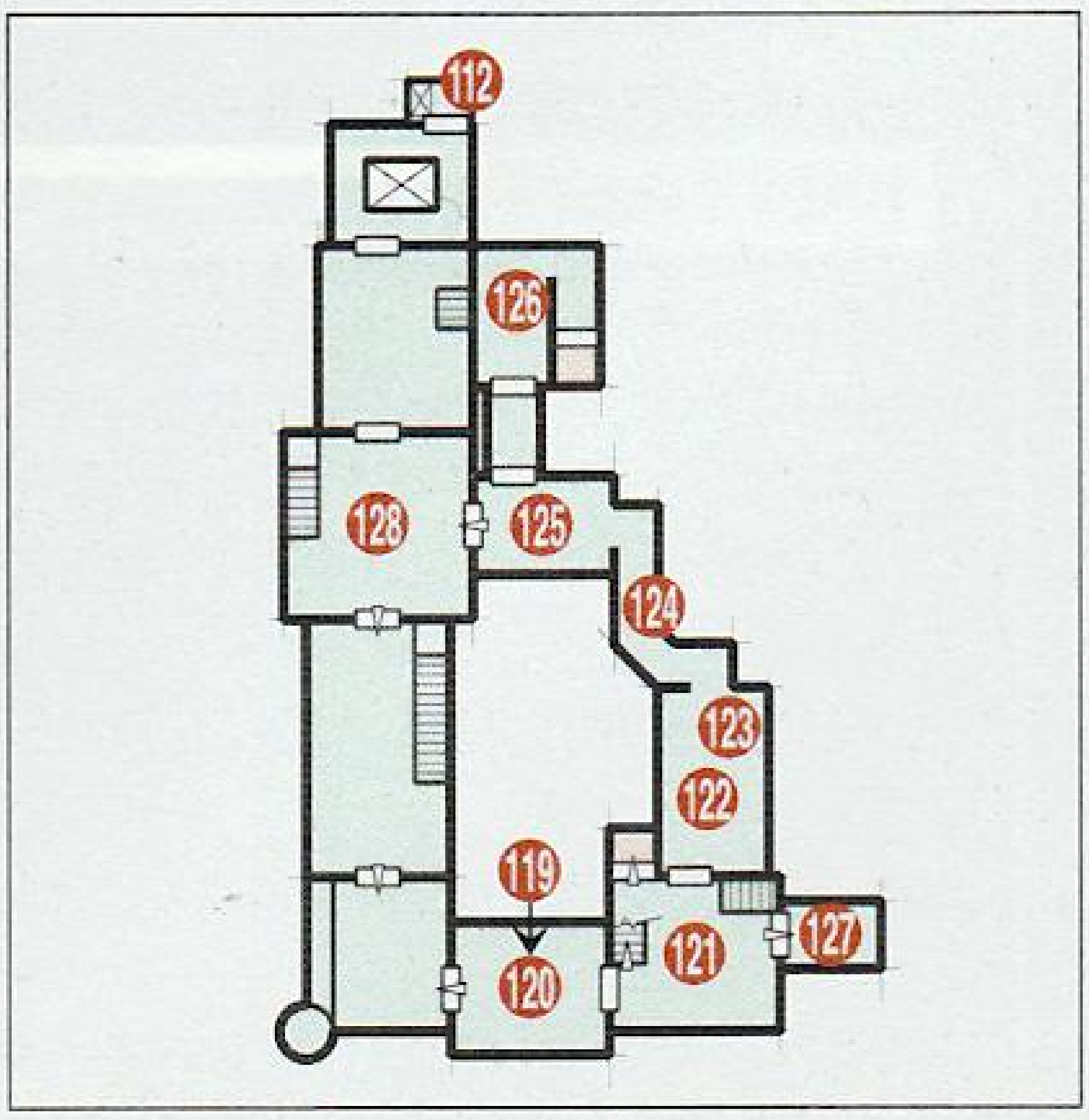
subway



Museum(1F)



Museum(2F)



120 ~ 122 Battle (vs Chameleon 1, Troodon 1, Pterodacty 2, Scorpion 2)

123 Obtain [Tool] [Defense] from the treasure chest

124 125 Combat (vs: Troodoon 1, Pterodacty 2, Armadillo 2, Scorpion 2)

From this point on, you should avoid using up your PE bar in preparation for the first TRICERATOPS battle on floor 3. Use [Recovery Items] as much as possible to recover HP.

126 remove security

127 Obtain [Maeda Gun] during the conversation and [Clamp Key] after the conversation.

After obtaining the Maeda Gun and Clamp Key, head to the 3rd floor. Since the enemy encounter rate is lower in areas where a battle has already occurred, take the route to the security room you've already taken.

128 Battle (vs ARMADILLO2)

This is the battle just before the first TRICERATOPS battle, so you want to make sure your PE bar is as full as possible by the time this battle is over.

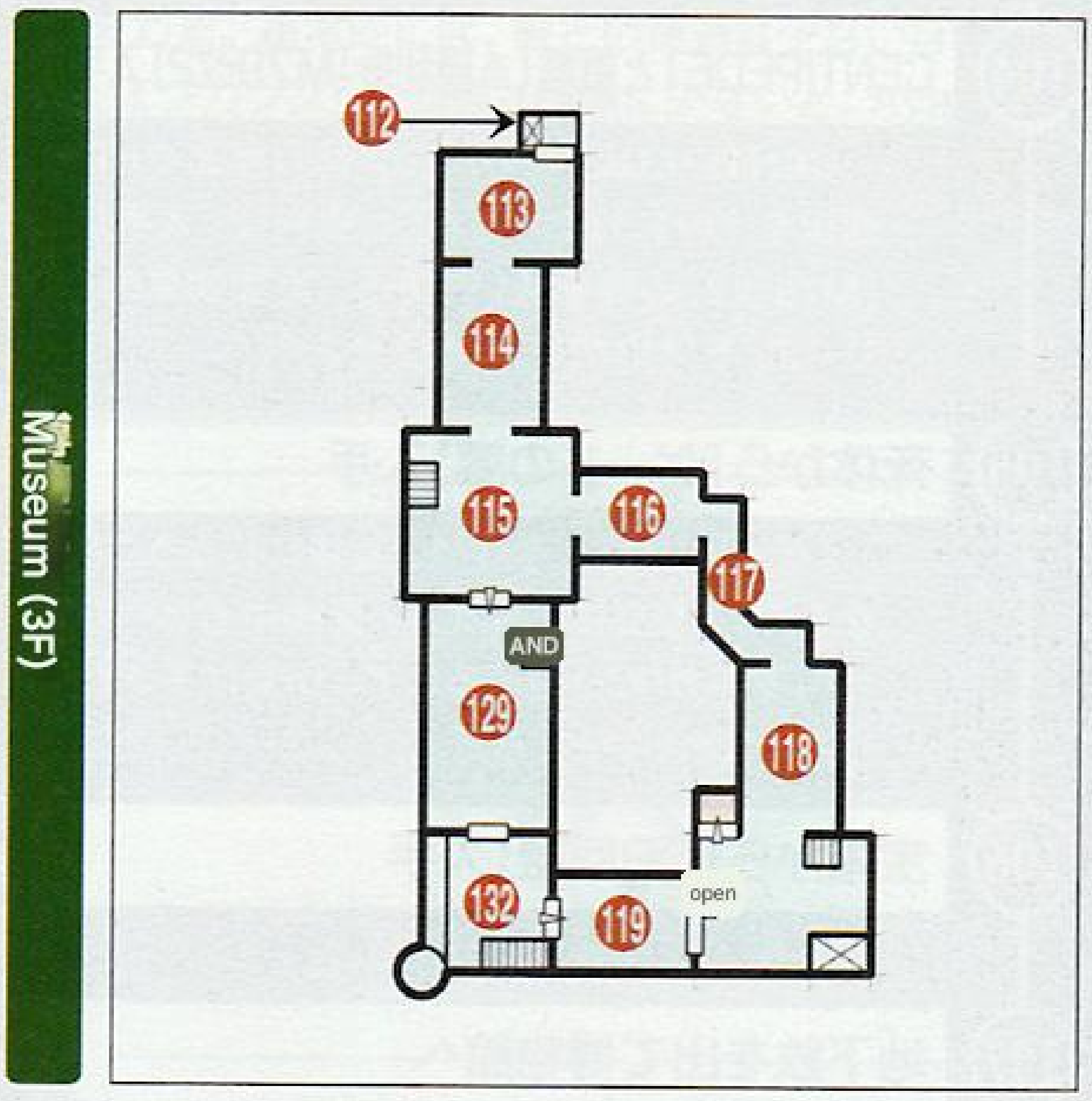
129 Combat with TRICERATOPS1

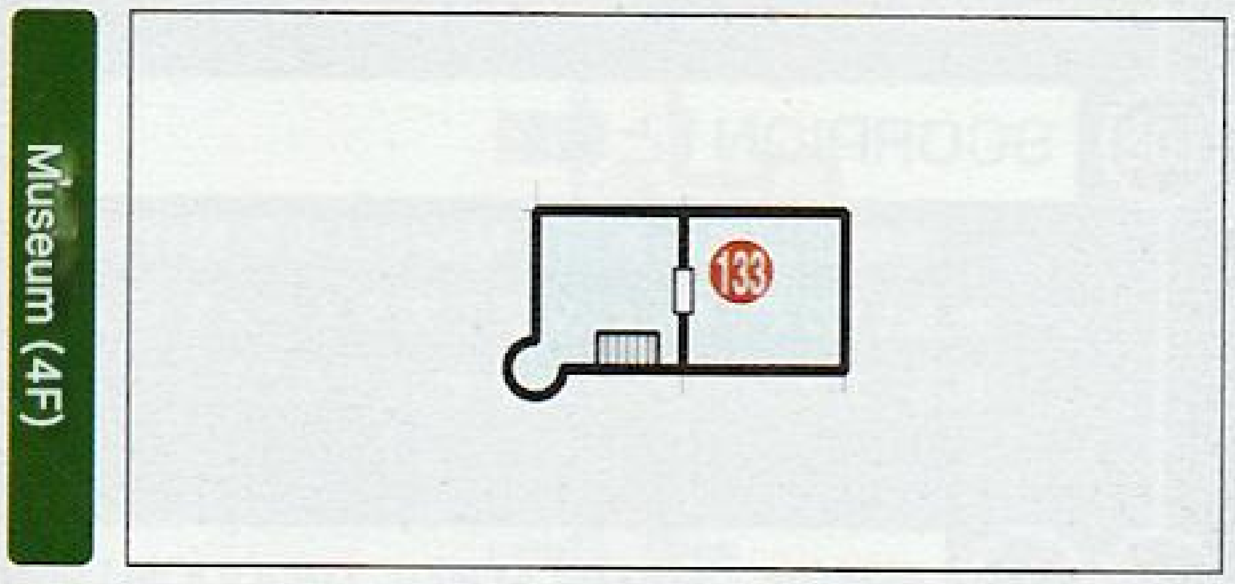
Shoot two or three energy shots to destroy the head in a short time. After that, just keep firing bullets at it to restore the PE bar. After winning, move forward on the screen to be dropped to the first floor and fight the T-Rex. At this point, your HP will be fully restored, so you only need to replenish your ammo.

130 Battle with T-REX (obtain [M8000] after victory)

If you used up most of your healing potions in the previous battle with TRICERATOPS1, you can get [Healing Potion 3] from the treasure chest. Move to the front of the screen to enter a battle with a T-REX. After winning, you will receive [M8000].

◆If you are running low on bullets, it is a good idea to get +30 bullets.





131 Move to 3F

Take the elevator to the 2nd floor, then take the passage to the security room and head to the 3rd floor. Once you reach the Triceratops room, head to the adjacent room with the medium-sized dinosaurs.

132 Battle (vs TROODON1, ARMADILLO2)

After the cutscene, head up the stairs to enter battle. After victory, move the additional value of [M870] and the "Rate of Fire 2" of [M84F] to [M8000] and equip it. Also, make sure to fully recover your HP and replenish your ammo in preparation for the upcoming battle with Eve.

133 Talk to Eve

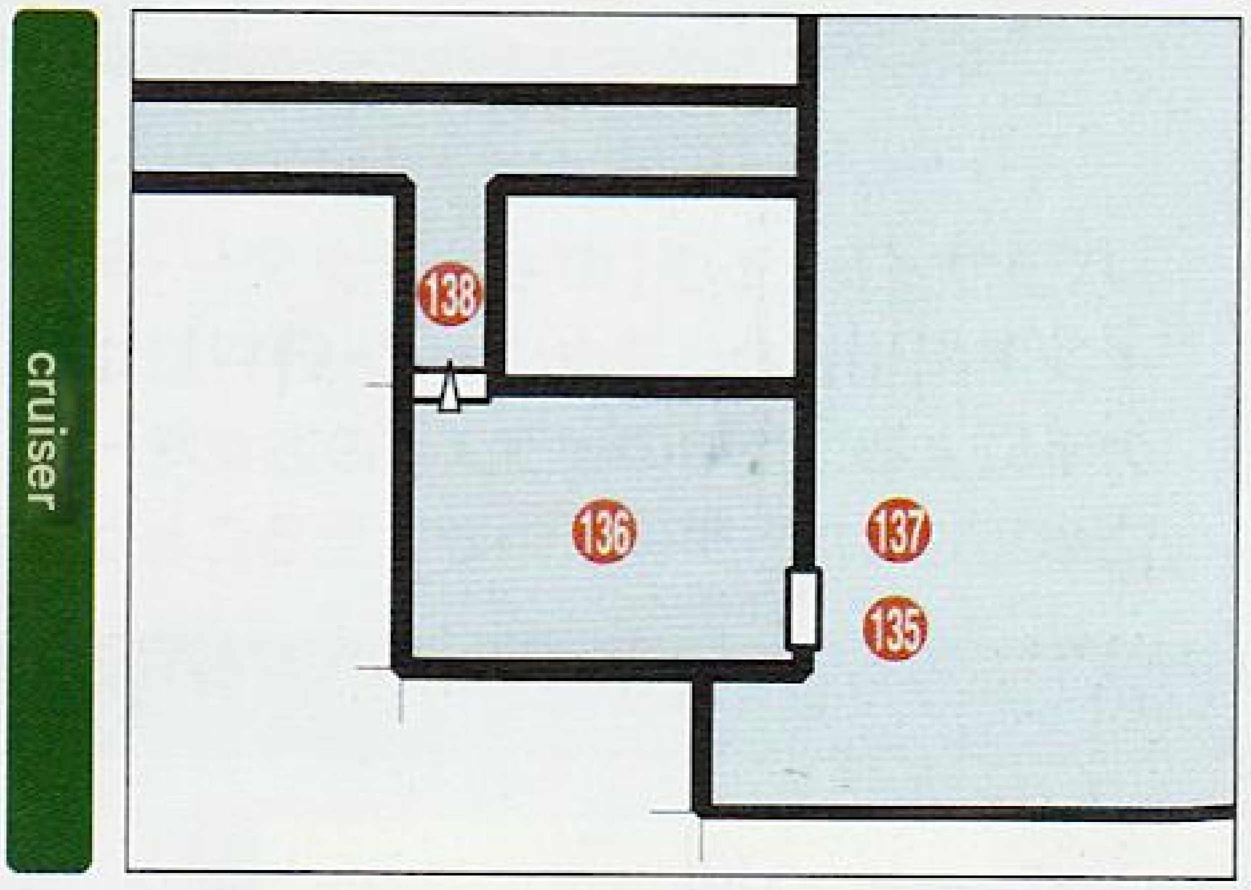
134 Battle Eve's fourth and final forms in front of the Statue of Liberty. After victory, Day 5 ends.

When fighting Eve's fourth form, using "Liberate" twice is enough. While your PE bar is recovering, focus your attacks on one target. When fighting Eve's final form, use "Liberate" once and then just keep shooting.

Day6

All you have to do is fight the perfect form and then escape. However, ,か there are elements of luck involved in the fight against the perfect form, and depending on how things go you may be forced to try again. By the way, there is also a dialogue scene after clearing the game, so be careful not to forget to skip the message. Save your cleared data after the staff credits.

Target time 03:00:00



135 After talking with Daniel, go inside the ship

136 Maeda talks with Wayne

After talking with Maeda, you'll talk to Wayne, but there's nothing to deposit, and there's no need to rename your weapon. If you're low on healing supplies, get [Healing Supplies 3] and [Healing Supplies 4] from the Marines.

137 battle with perfect

When fighting Perfect Form 1 and 4, he simply fires bullets at them, and when fighting Perfect Form 3, he also uses "Liberate." When fighting Perfect Form 2, he must defeat the body and wings at the same time, so he uses a special tactic (→P.157).

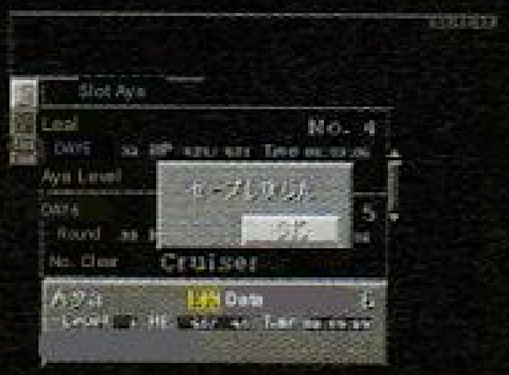
◆After a certain amount of attacks, "Rebalance."

◆If you cannot defeat the second form at the same time as it separates, you will fail.

138 escape

139 Saving clear data

Once the staff roll is over, you can save your clear data. That's it, everything is complete.



◆The time displayed on the save data at this time is the clear time.

COLUMN Where should I save?

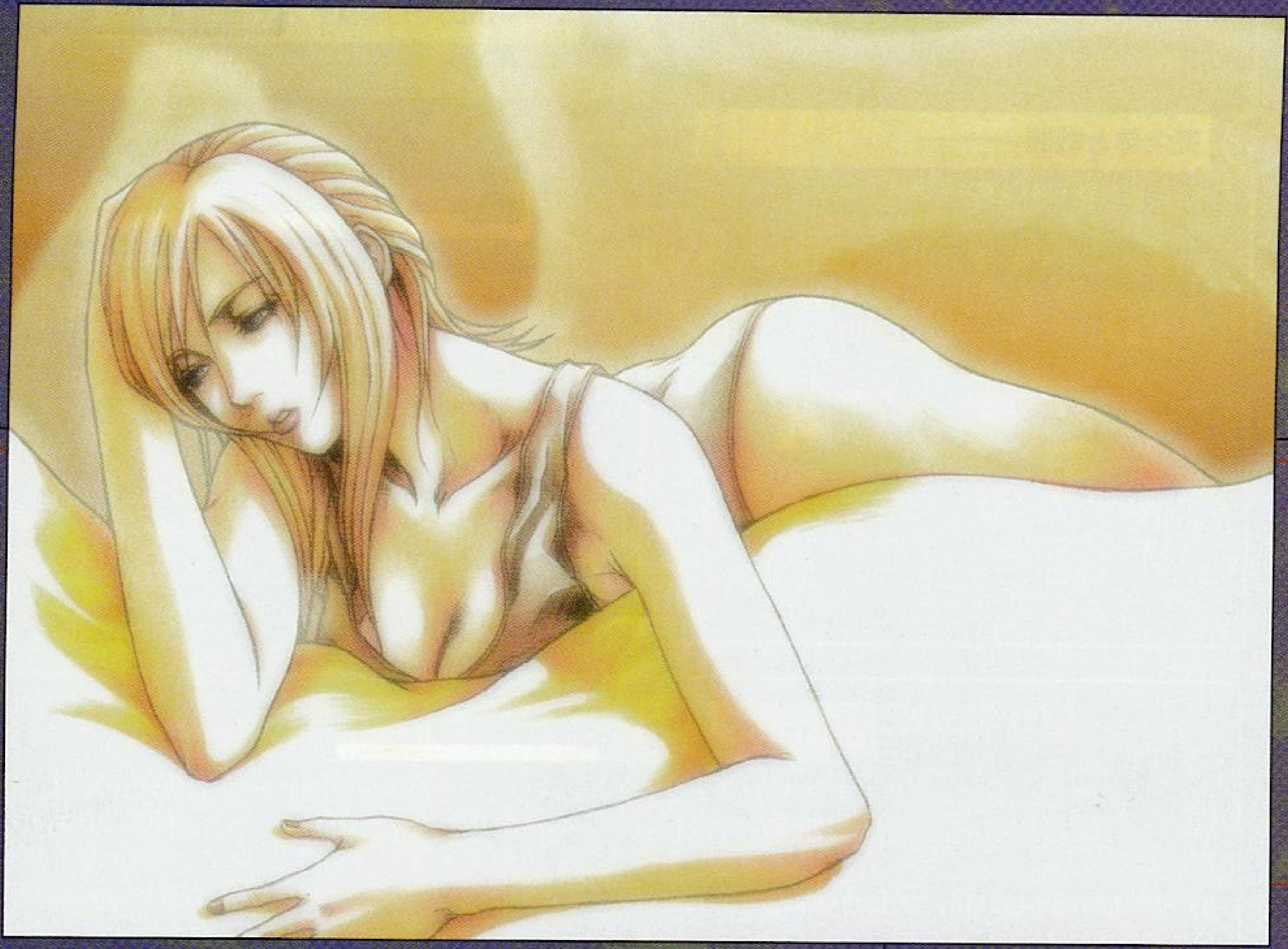
When doing a time attack, deciding where to save is surprisingly important. Each save takes around 10 seconds, so you want to avoid saving too often. Until you get used to the game, you can save every day, but if you have the skill to clear the game without using resuscitation potions, I recommend making your first save in the security room on Day 5, 126. From this point onwards in the museum, you'll pass by encounter points many times, so if you find yourself encountering too many enemies, you can just load and try again.

Also, if there are no encounters between 126 and 128, Aya's level will be 32 at the end of the battle at 130. This situation is almost ideal in terms of time, but Aya's level is not high enough, so it's best to save in the nearby 1F hall. After that, if you are level 33 after the 132 battles, you can continue. If not, you can load the data from the 1F hall and try again.

Other good places to save would be just before the battle with Eve's fourth form, or at the start of Day 6 (or in ship corridor A on page 136 if you don't want to save there). In any case, you should choose a place that will minimize the hassle of having to start over if you make a mistake.

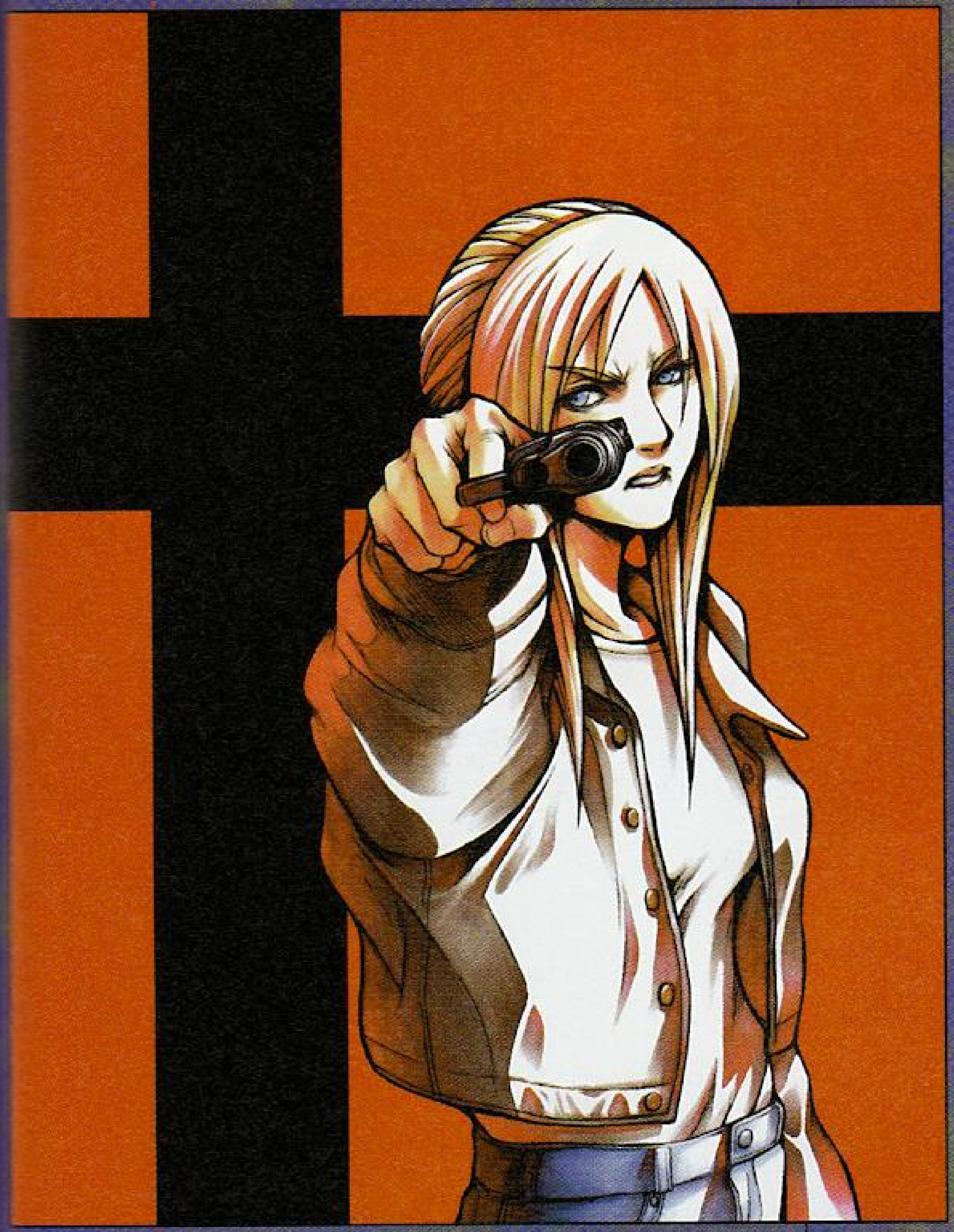
Tetsuya Nomura GALLERY

We've gathered together a number of illustrations of Aya by Square's Tetsuya Nomura, the character designer for "Parasite Eve." We hope you'll enjoy Aya's expressions, which you won't be able to see in the game. In addition, we've included special comments from Nomura himself along with each illustration.



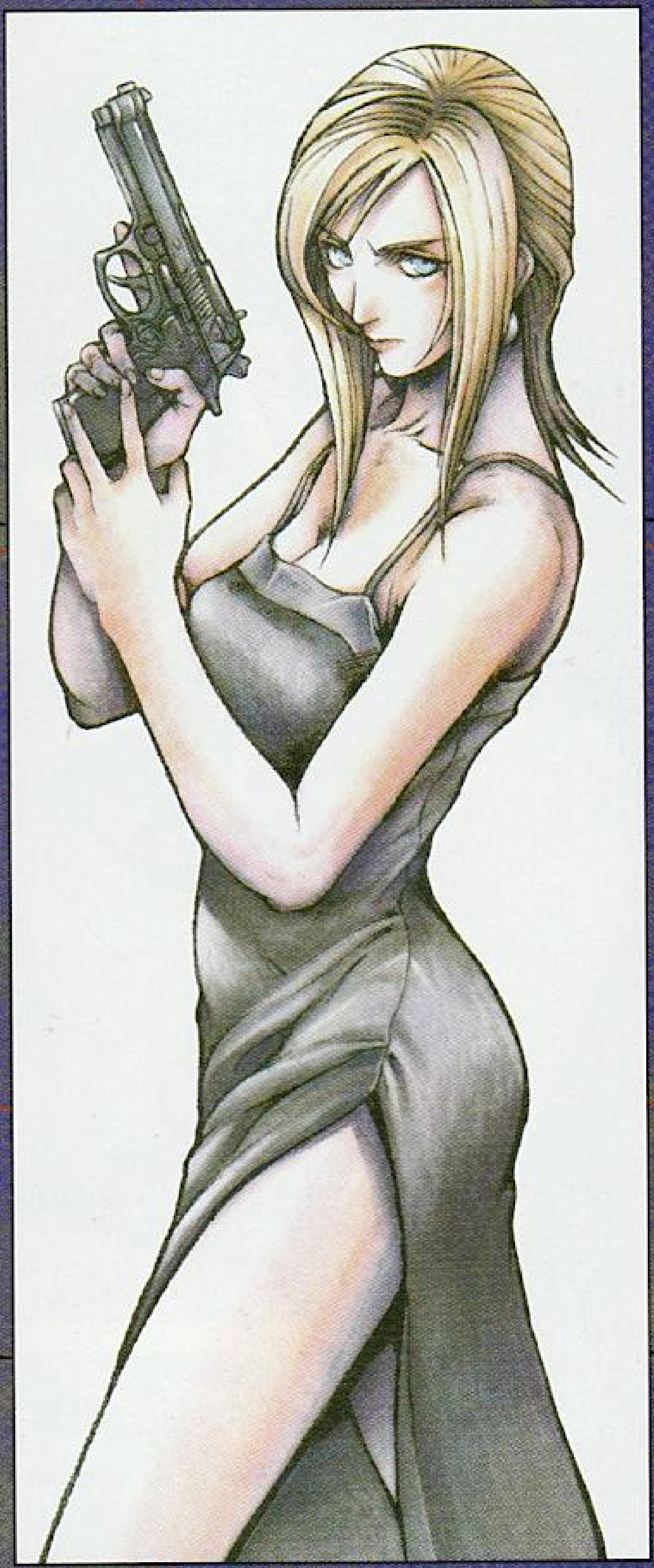
A Rest of Angel

This is an illustration that has finally seen the light of day (Note from Square's PR department: It was shelved for a while). It's my-favorite so far. The character was actually holding a gun, but I got tired of it and took it away. Instead, I improvised and added wings. I was surprised at how well it turned out. [Created in February 1998]



Cross

The main feature is the cross on the back. I really like Aya's mouth. [March 1998]

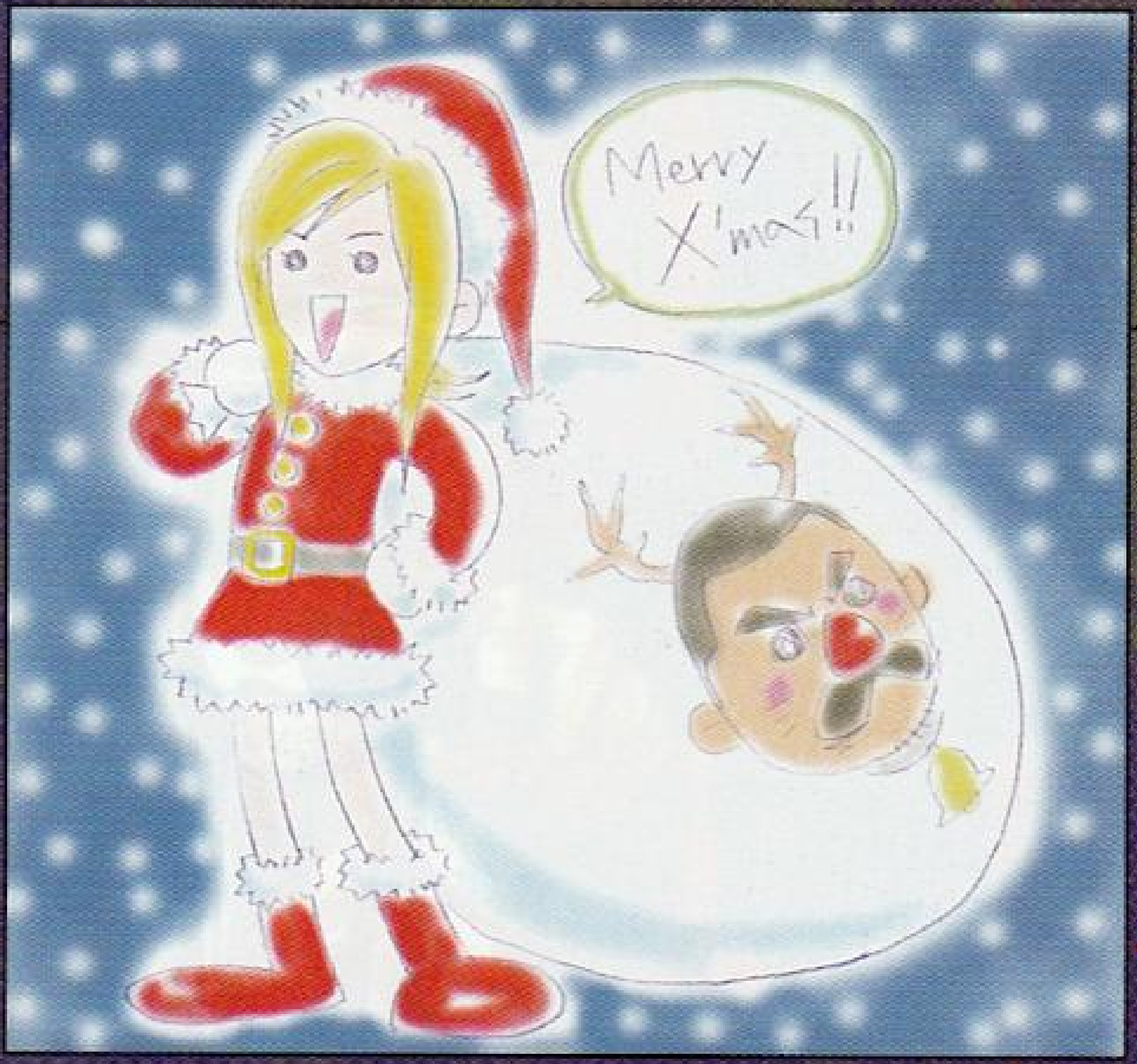


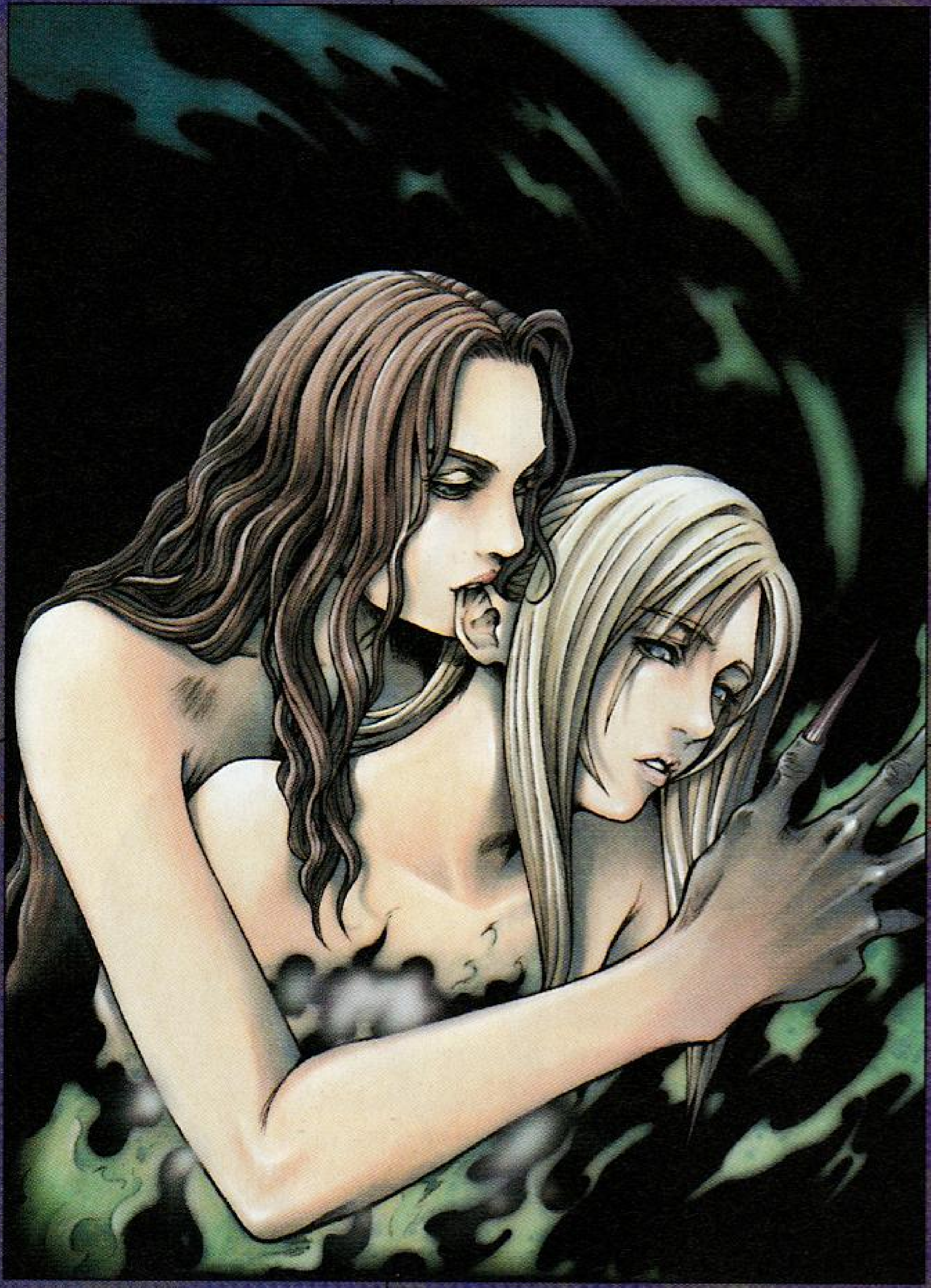
Aya with a Gun/Dress Version

This is a picture I drew for the promotional launch of "Parasite Eve." The idea of Aya holding a gun in a dress was Sakaguchi's. I was surprised at how popular Aya in a dress was. [Drawn in April 1997]

Santa Aya

● I was happy at that time... [Made in December 1997]





Aya&Eve

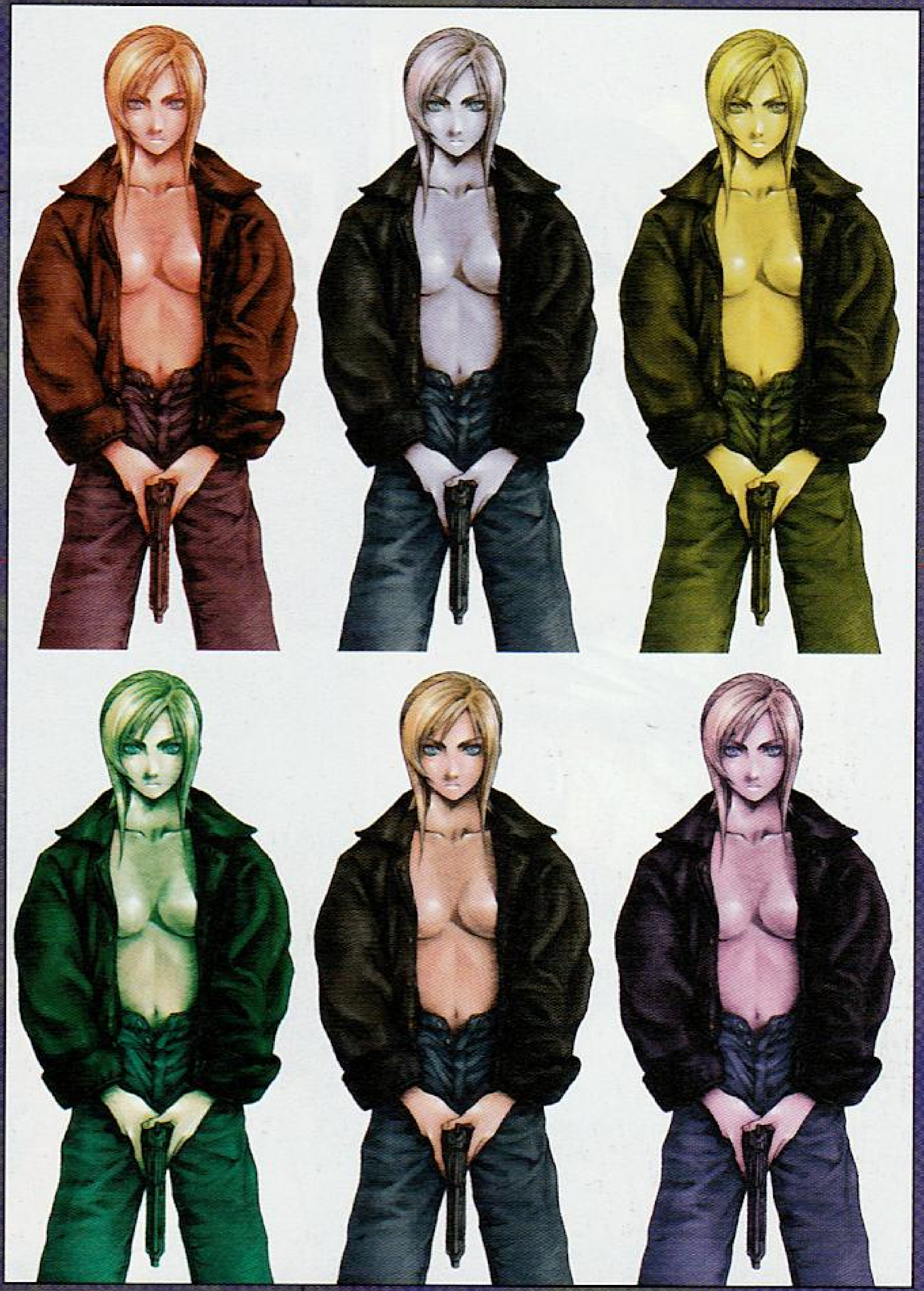
● I was struggling to come up with ideas for this at the time, so I ended up drawing something that I remembered from my high school days.

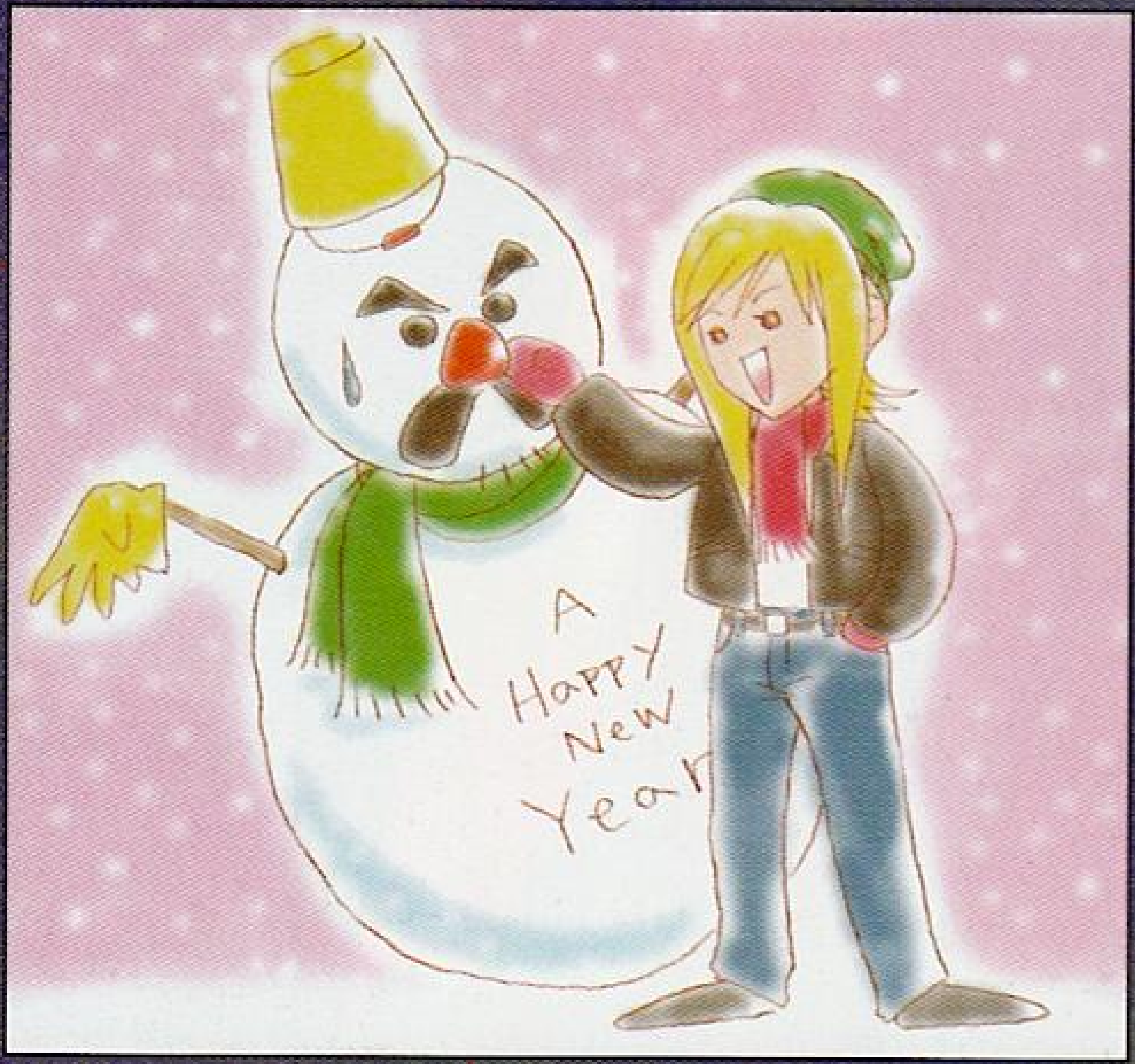
[Made in February 1998]

Aya in Colors

I drew this piece with the intention of going for an Andy Warhol style.

[Made in April 1997]

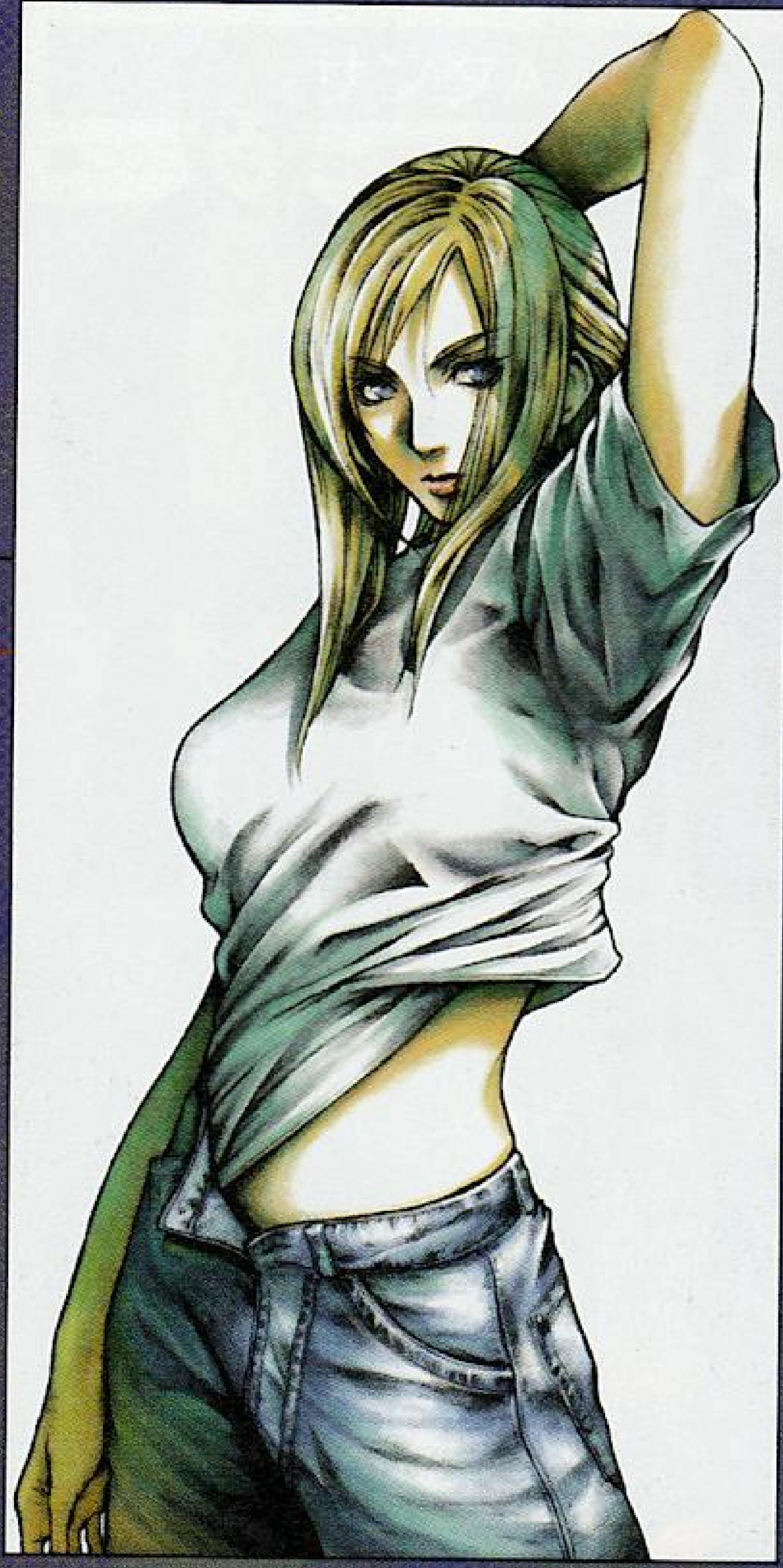




New Year Aya

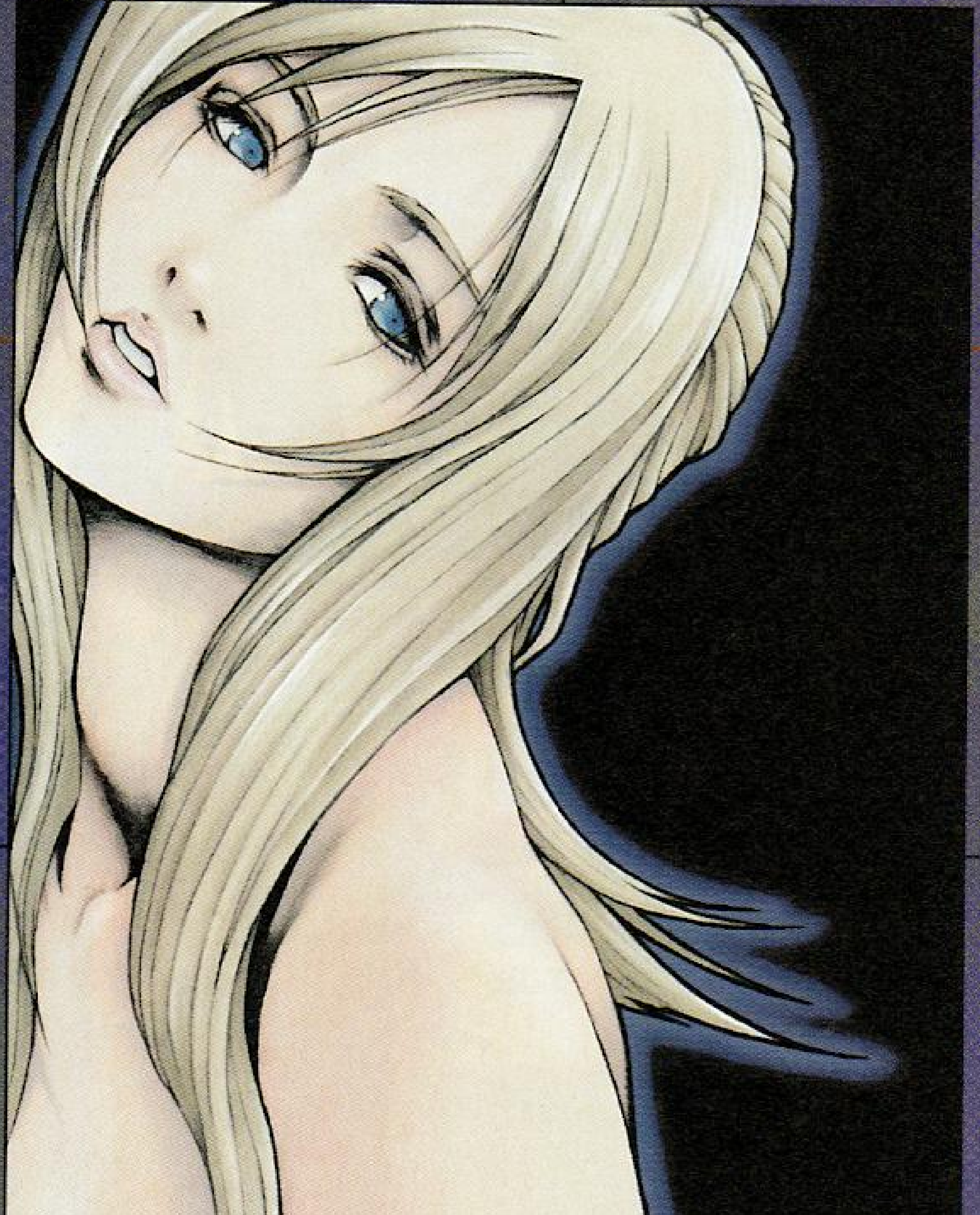
It took me 3 minutes to draw it, including coloring.

That is the secret of henna painting. [Made in December 1997]



Aya T-Shirt/Summer Version

● It was summer, so I wanted to create a cool atmosphere. In order to draw this Aya, I ended up discarding quite a few drawings of Aya. [Made in August 1997]



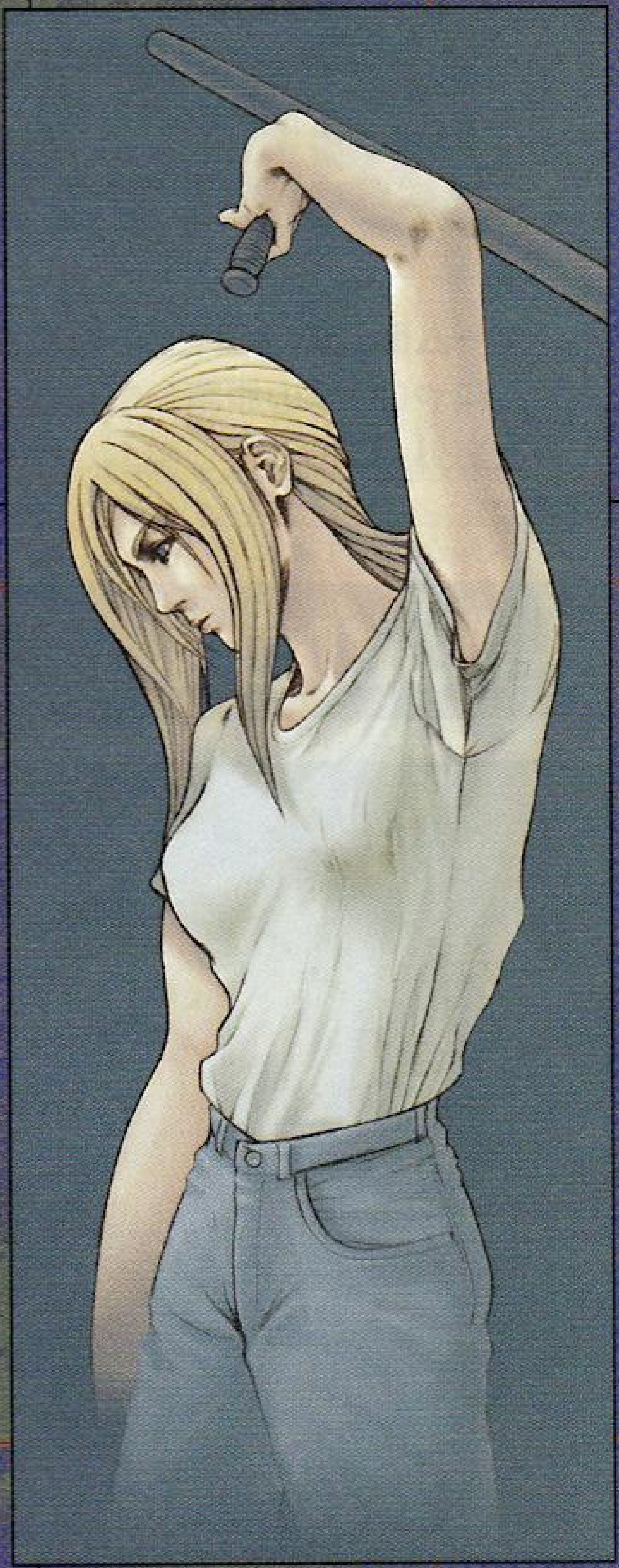
Tokyo Game Show '97AUTUMN parasite EVE Poster

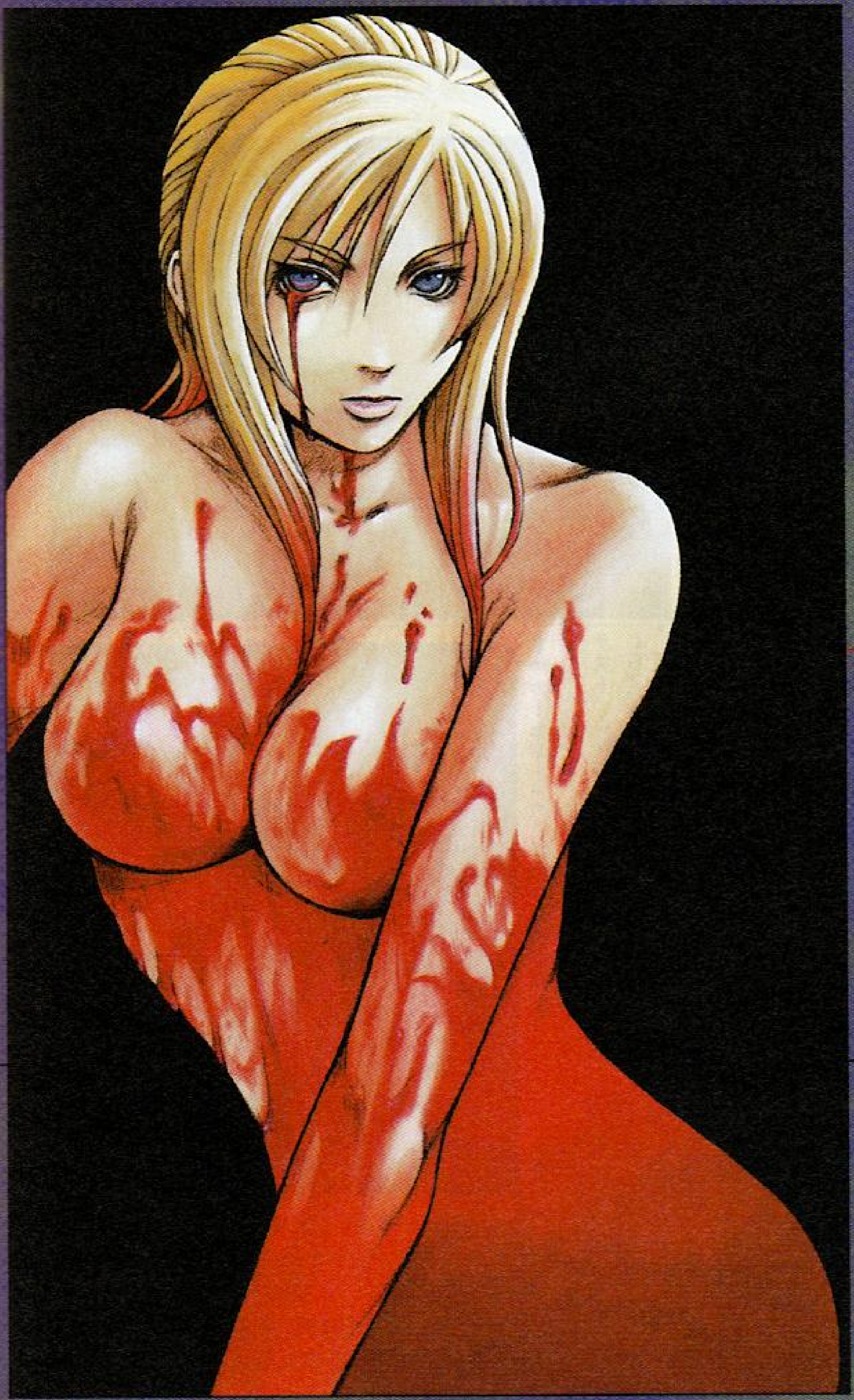
● I drew this in one night as a replacement for an illustration that had been shelved for some reason. I was trying to create a close-up that would make an impact, but it was a bit of a struggle... [Made in August 1997]

Nemesis (Goddess of Sorrow)

● This is a drawing I did when I was stuck for ideas. I asked a girl from my company to be my model. The people around me liked the expression, but...

[Made in February 1998]





Aya in Blood

● Drawing this picture was the hardest time for me. I tried to express what was in my heart. But maybe my breasts are too big...

[Made in November 1997]

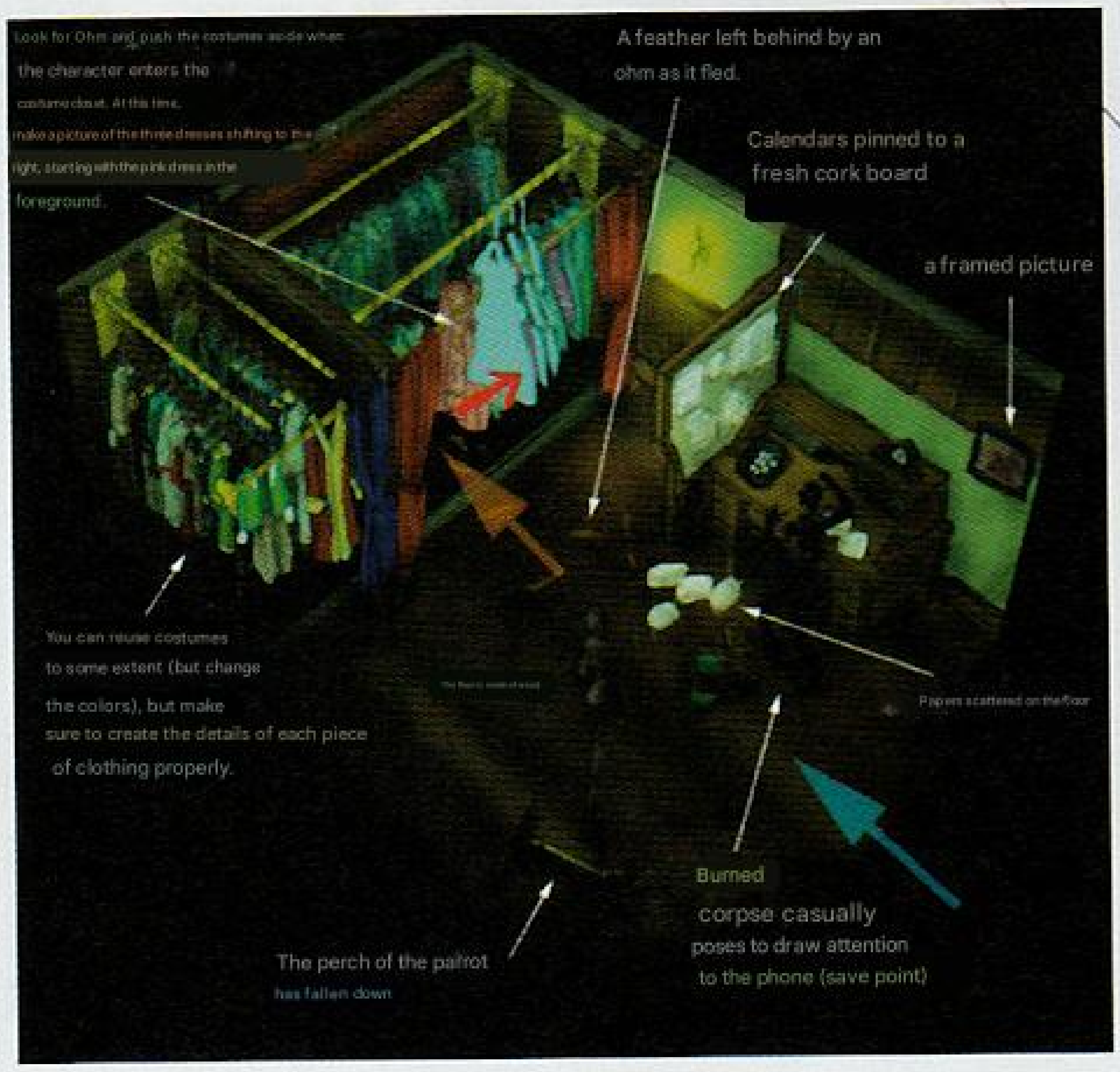
Original Artwork & Setting Materials Collection

During the game development process, various setting materials and original drawings for CG are created. Japanese and overseas staff work together to advance the development.

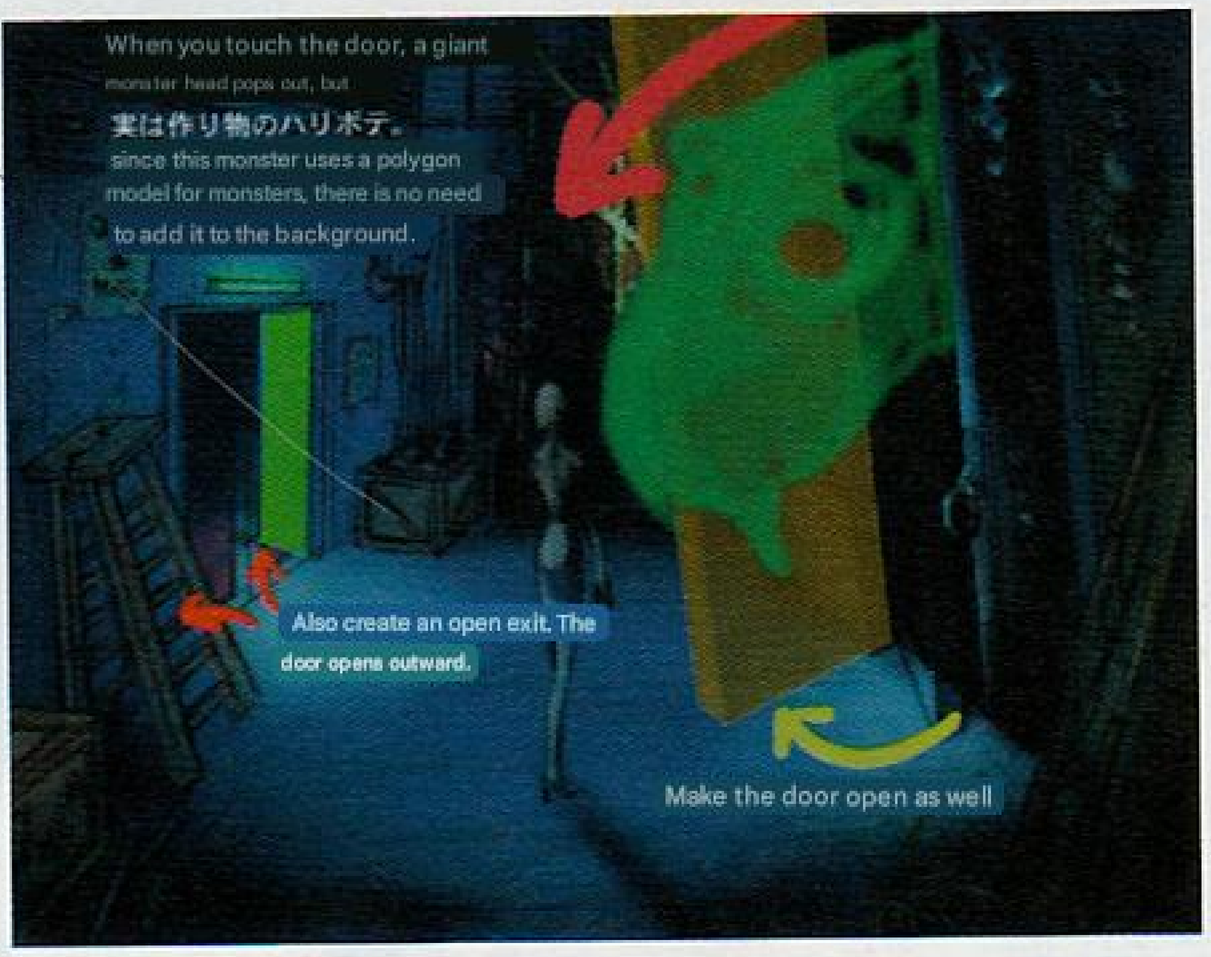
However, for this film, perhaps to facilitate better communication, more detailed documentation was prepared. Here are some of the materials.

Setting original picture

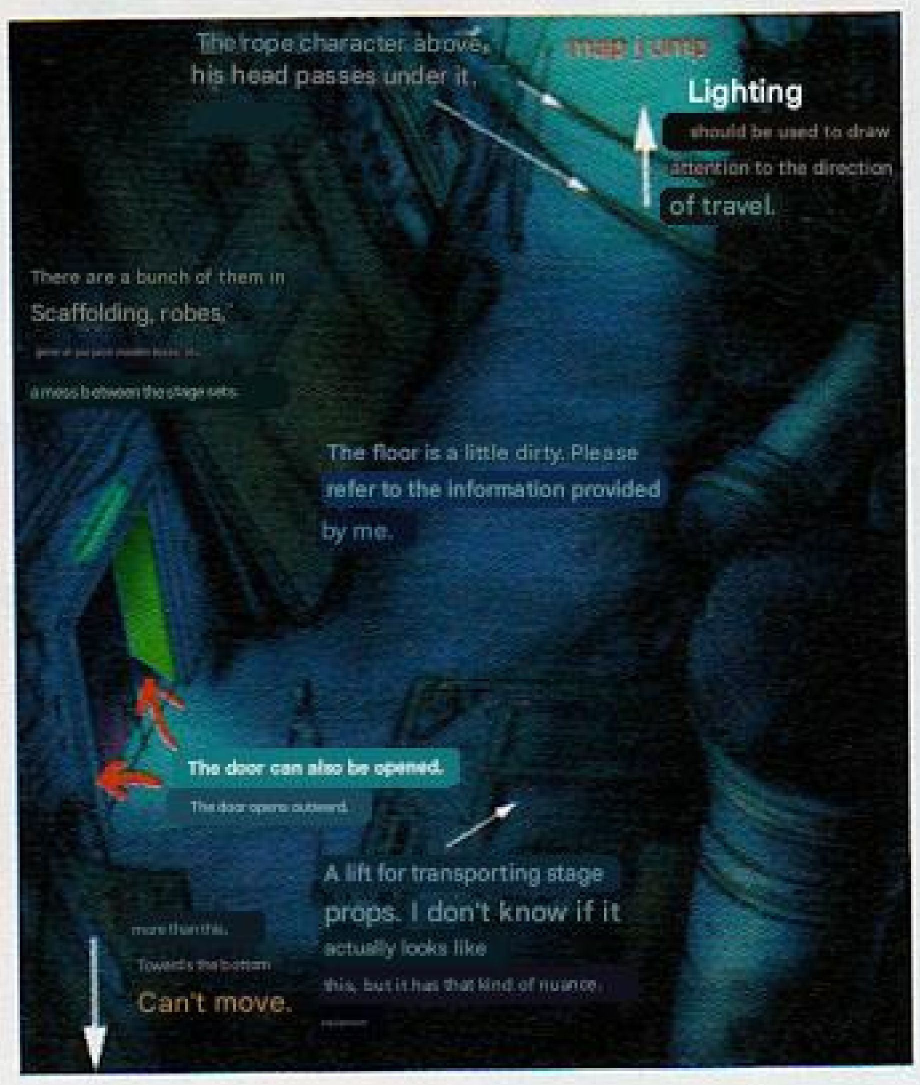
Many of the original illustrations for the CG maps contain detailed instructions, and you can even read about settings that were not used in the game.

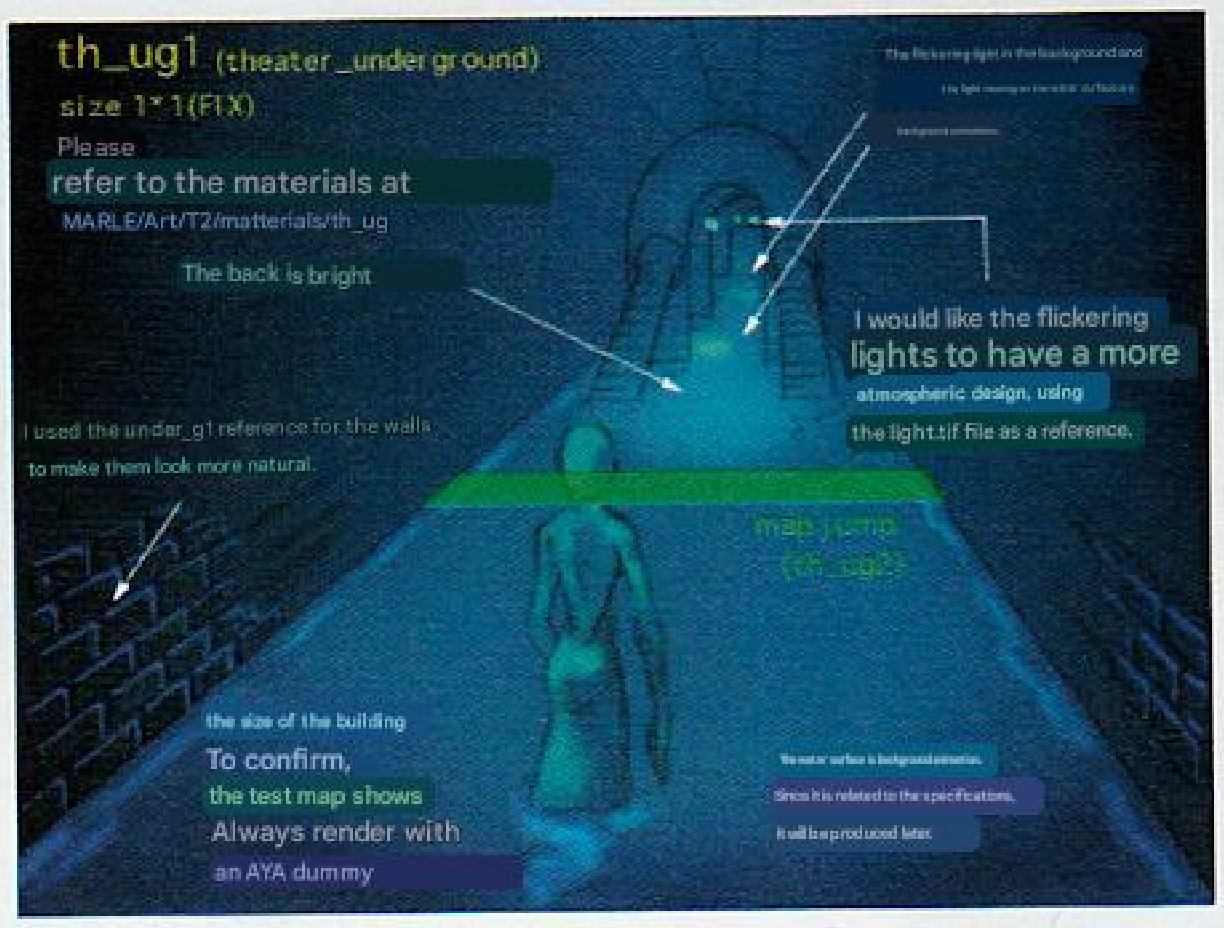

Look for Ohm and push the costumes aside when
the character enters the
costume closet. At this time,
make a picture of the three dresses shifting to the
right, starting with the pink dress in the
foreground.
A feather left behind by an
ohm as it fled.
Calendars pinned to a
fresh cork board
a framed picture
You can reuse costumes
to some extent (but change
the colors), but make
sure to create the details of each piece
of clothing properly.
Papers scattered on the floor
Burned
corpse casually
poses to draw attention
to the phone (save point)
The perch of the parrot
has fallen down

◆The costume room in the basement of Carnegie Hall (Map13/→P.177) contains detailed instructions about the many costumes on display.


When you touch the door, a giant
monster head pops out, but
実は作り物のハリボテ。
since this monster uses a polygon
model for monsters, there is no need
to add it to the background.
Also create an open exit. The
door opens outward.
Make the door open as well

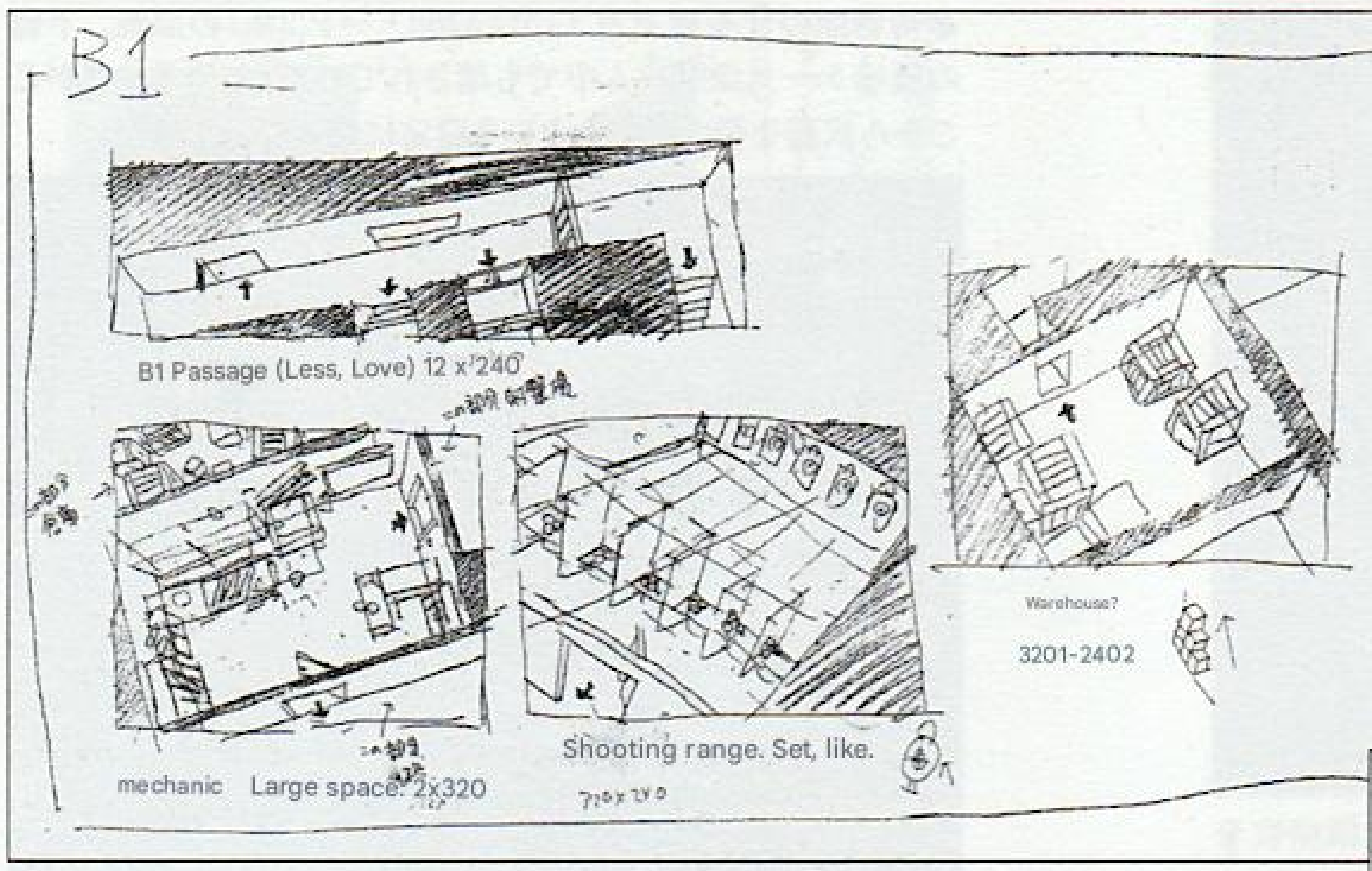
Carnegie Hall basement stage props department
of the actual building (Mapk, 5/+P. 176) ◆◆
these are arranged to create the original drawings
CG maps are being created. Finally,


The rope character above,
his head passes under it.
map jump
Lighting
should be used to draw
attention to the direction
of travel.
There are a bunch of them in
Scaffolding, robes,
a mess between the stage sets.
The floor is a little dirty. Please
refer to the information provided
by me.
The door can also be opened.
The door opens outward.
A lift for transporting stage
props. I don't know if it
actually looks like
this, but it has that kind of nuance.
more than this.
Towards the bottom
Can't move.


th_ug1 (theater_underground)
size 1*1(FIX)
Please
refer to the materials at
MARLE/Art/T2/matterials/th_ug
The back is bright
The flickering light in the background and
I used the under_g1 reference for the walls
to make them look more natural.
I would like the flickering
lights to have a more
atmospheric design, using
the light.tif file as a reference.
map jump
(th_ug2)
the size of the building
To confirm,
the test map shows
Always render with
an AYA dummy
The water surface is background animation.
Since it is related to the specifications,
it will be produced later.

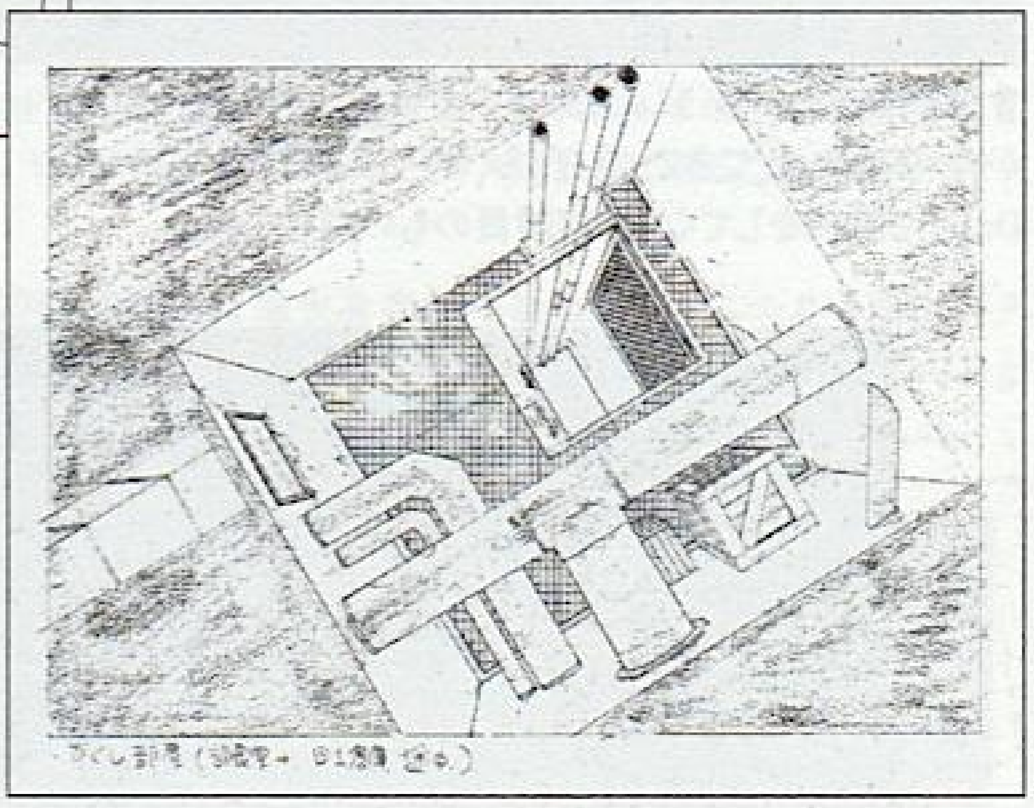
◆ Sewer 1A (Map22/→P.178) original setting.

The perspective is different from during the game, but you can see that the points where the map switches are set in a strip.

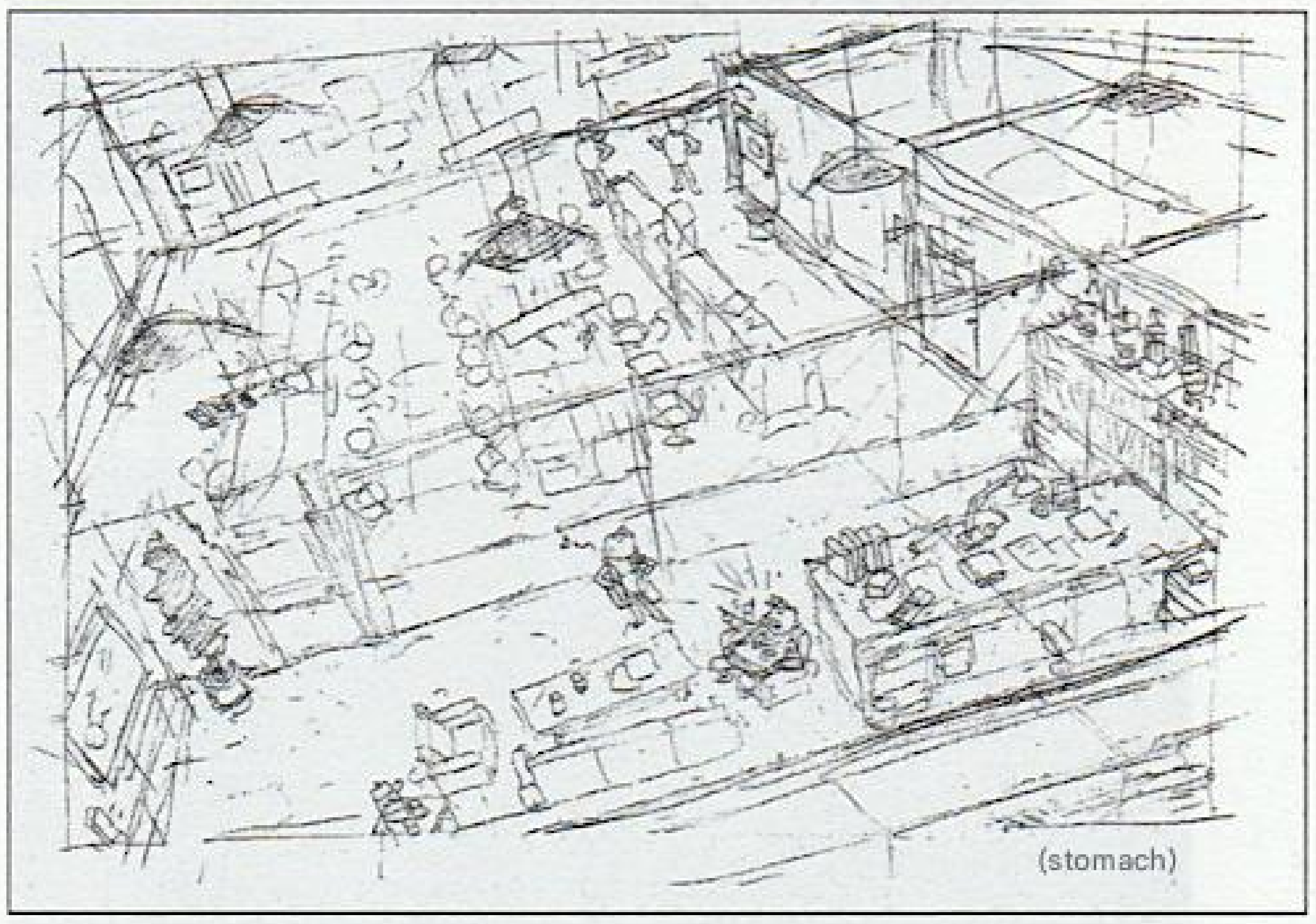


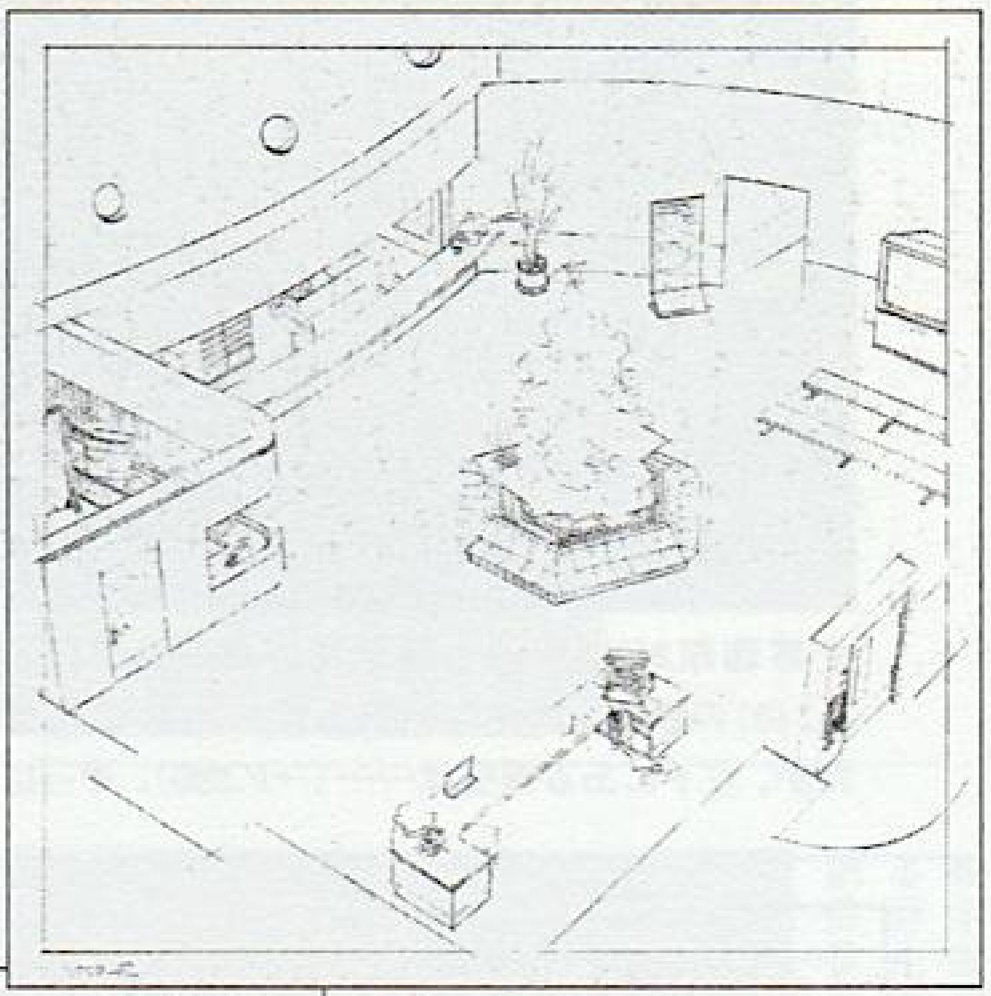
◆Instructions for the police station, created before the original drawing. At the time, there was a shooting range and warehouse next to the weapons control department.

↓CG original drawing of the hidden room that was planned to be installed inside the police station. Apparently it was planned to be accessed through a secret passageway connecting the chief's office and the weapons storehouse (which also does not appear in the actual game).

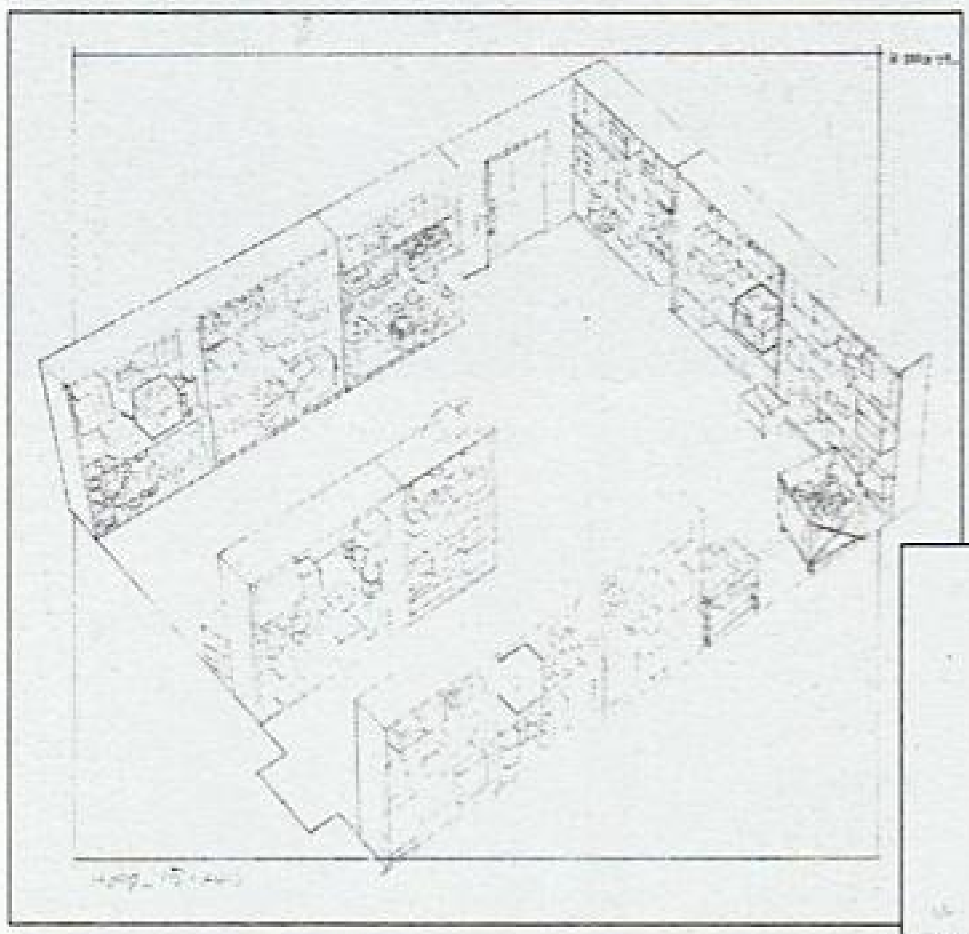


↓Sketches of the police station branch (Map72/→P.200) and the chief's office (Map73/→P.200). The chief's office is much larger than in the game.





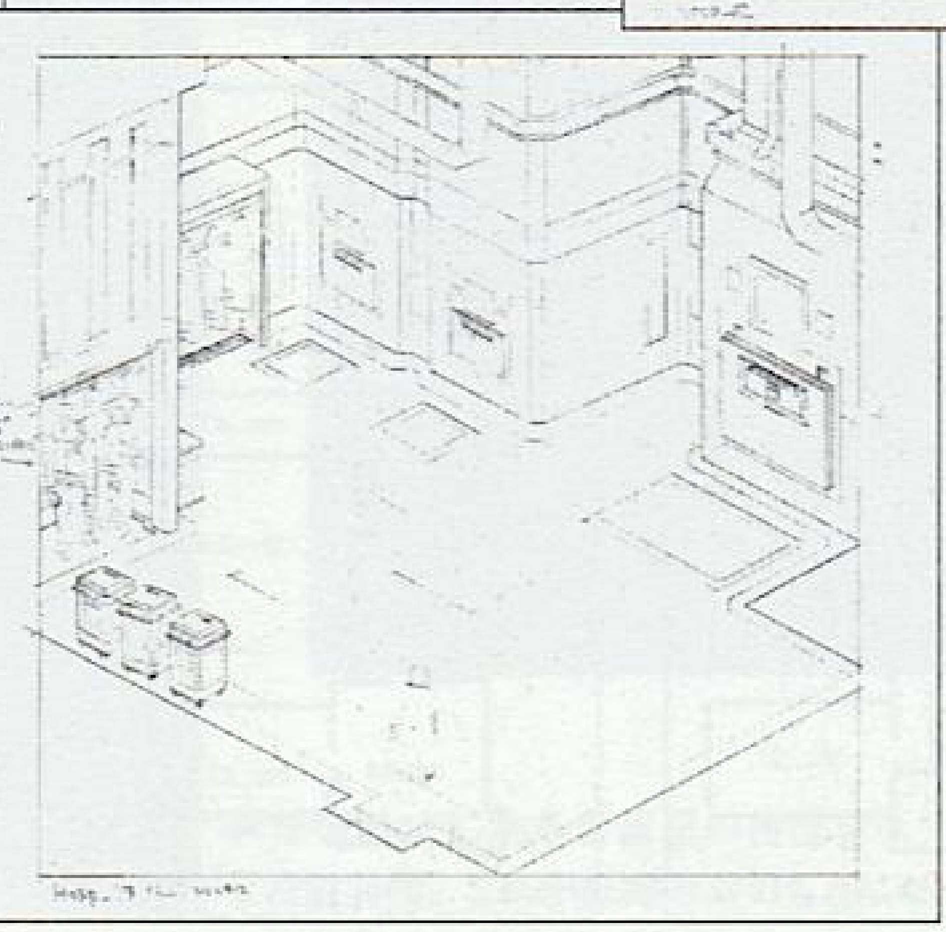
◆CG original image of the hospital's 1st floor lobby (Map 113/→ P.213), which is very different from the actual game. The Christmas tree that is placed at the back of the screen in the game is drawn in the center.

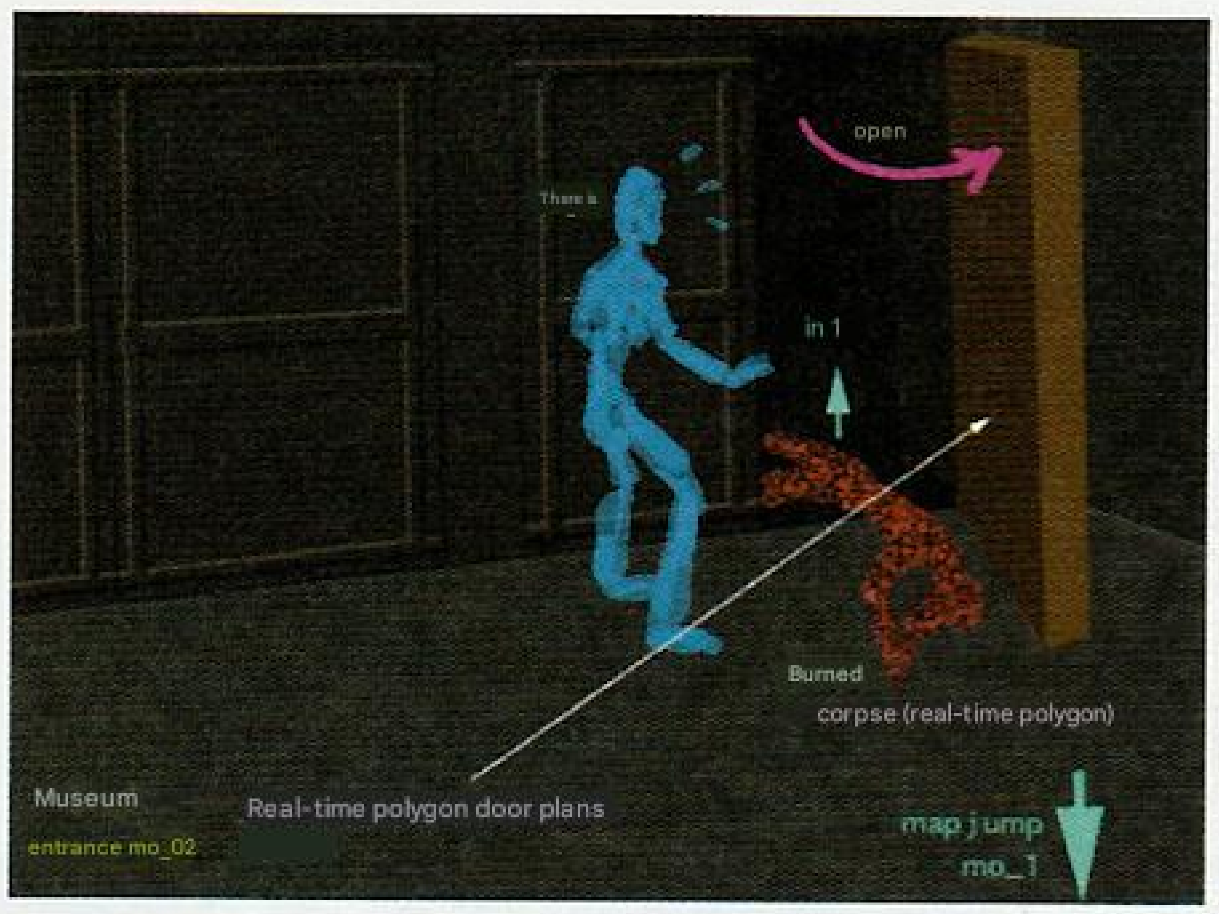


◆The layout is the same as in the game, but the viewpoint is different in the Hospital/B1F Warehouse (Map124/→P.215). This viewpoint was probably not adopted because Aya becomes invisible when she enters the shadow of the shelves.

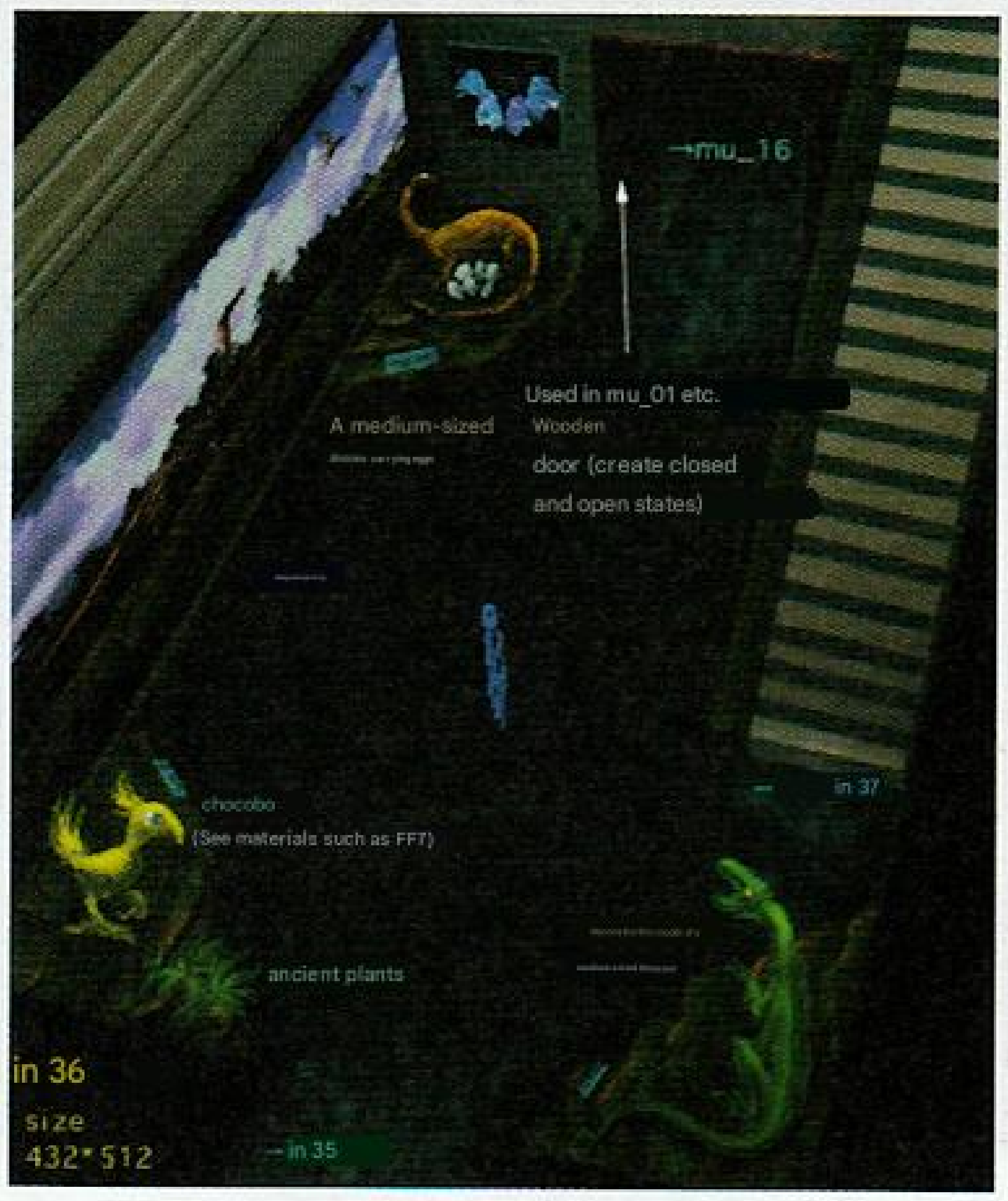
➡ Hospital Garbage Disposal Room (Map 132/→P.215)

This is an unused original drawing. It gives a more desolate impression than the CG maps in the game.



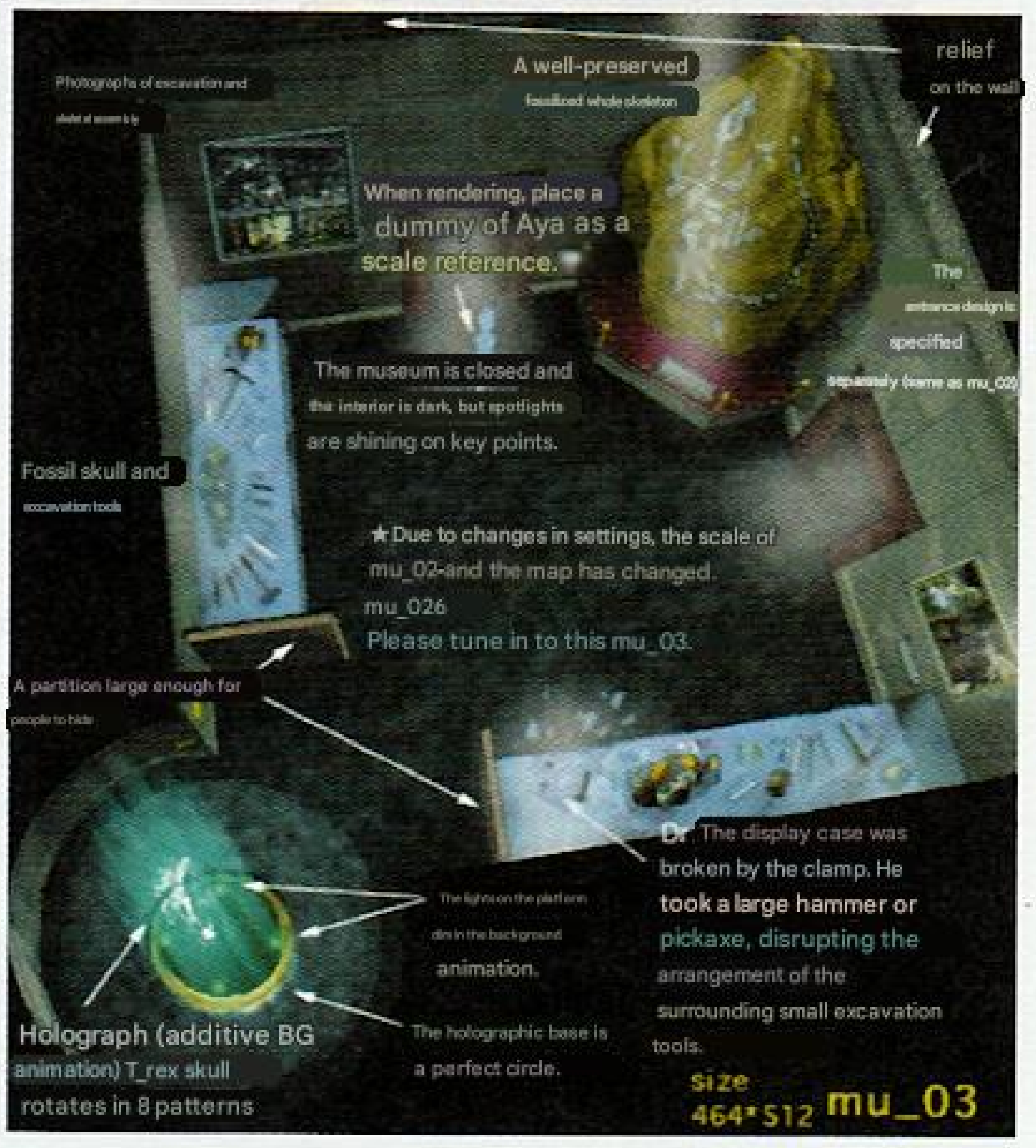

open
There is
in 1
Burned
corpse (real-time polygon)
Museum
entrance mo_02
Real-time polygon door plans
map jump
mo_1

The original drawing of the Museum Entrance B (Map 198/→P.237). The charred corpse (not seen in the game) that collapses from inside may be that of the security guard who will guide you on Day 2.

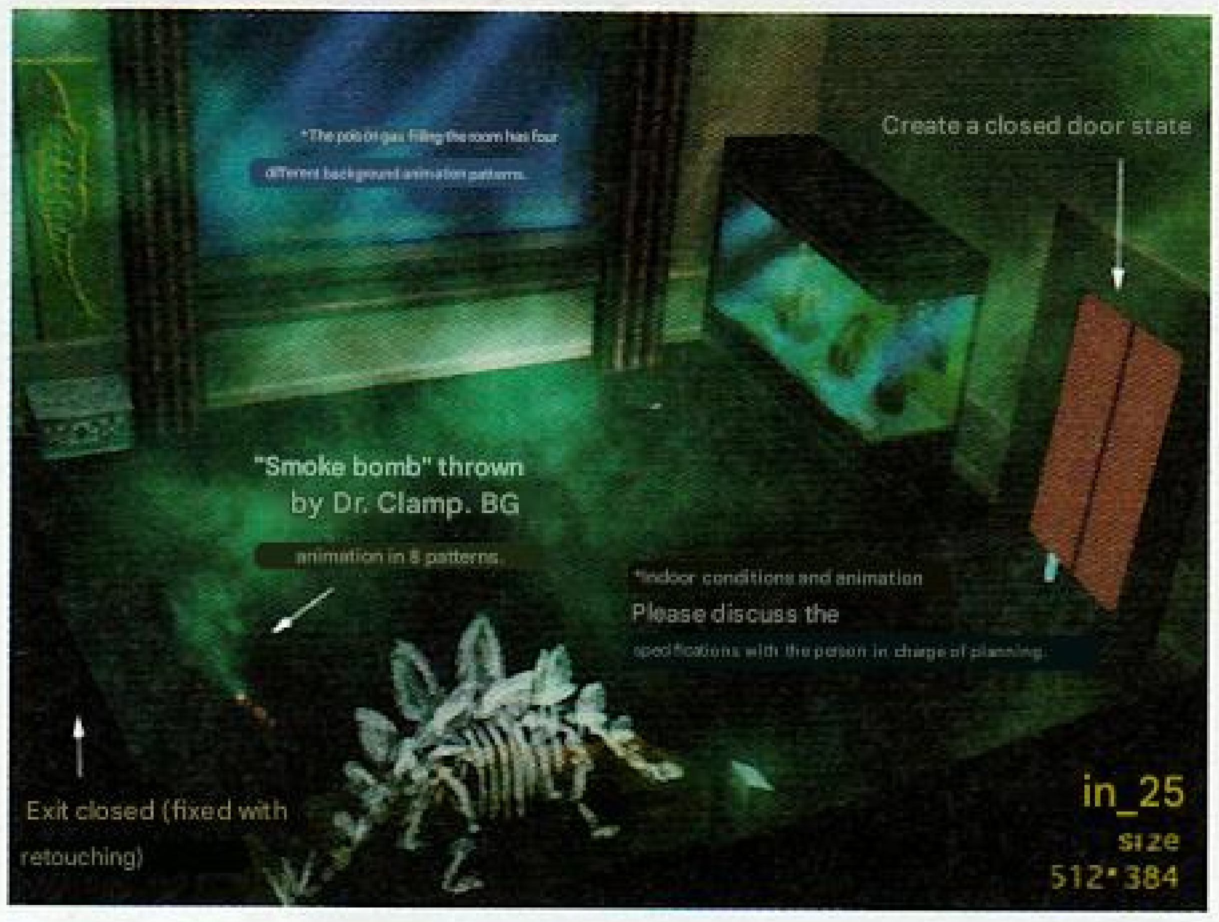

→mu_16
Used in mu_01 etc.
A medium-sized
Wooden
door (create closed
and open states)
chocobo
(See materials such as FF7)
ancient plants
in 37
in 36
size
432*512
→in 35

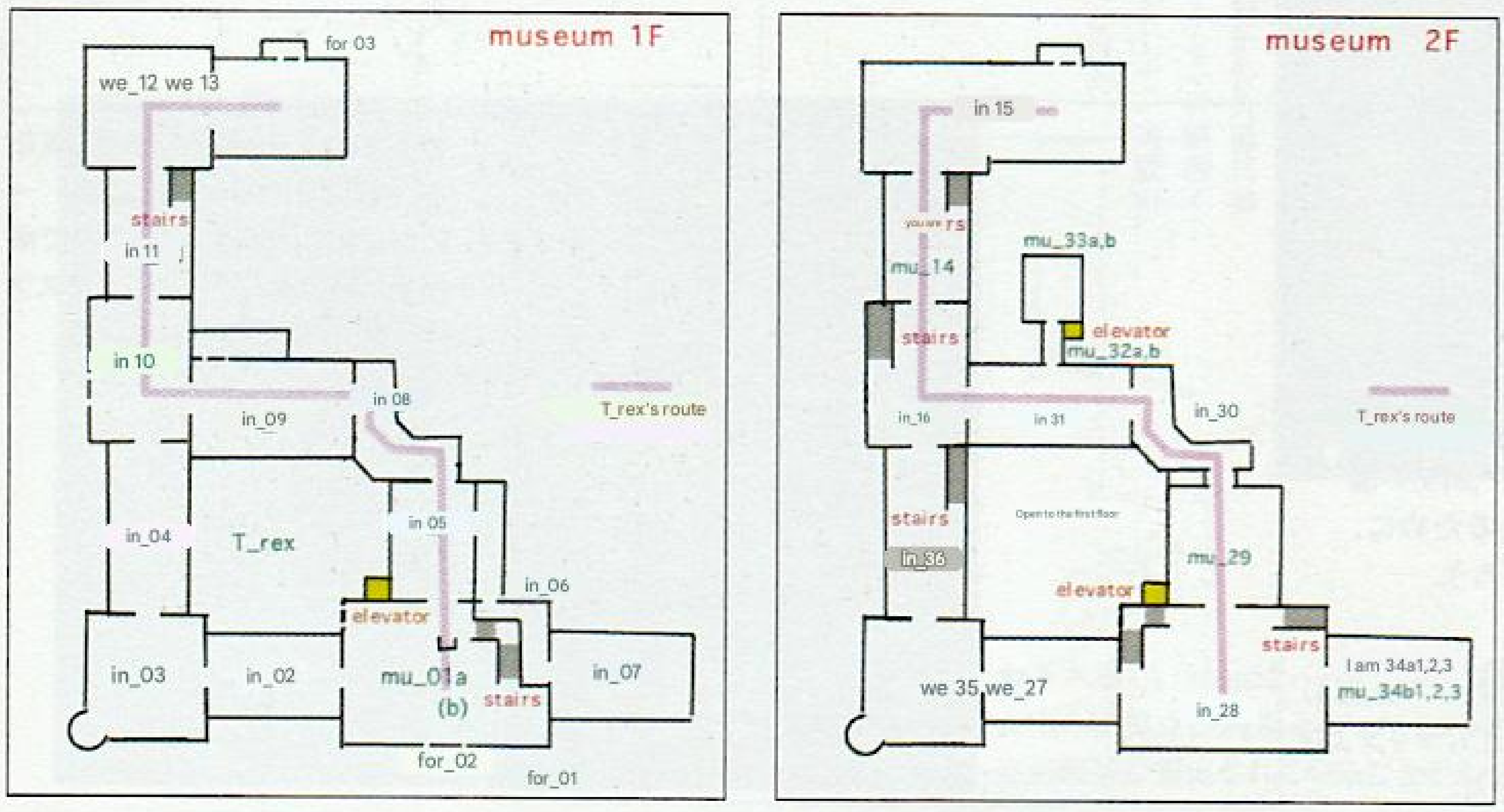
*The original drawing of the small dinosaur room B (Map 225/-P. 240) on the second floor of the museum. The CG map in the game is almost identical to this, but the model in the bottom left is... (→P. 295). Just as I expected.

↓The original drawing of the museum's Fossil Exhibition Room A (Map 203/→P.238). The lower display case is broken in the game, but it was set that Clamp took his weapons from here.

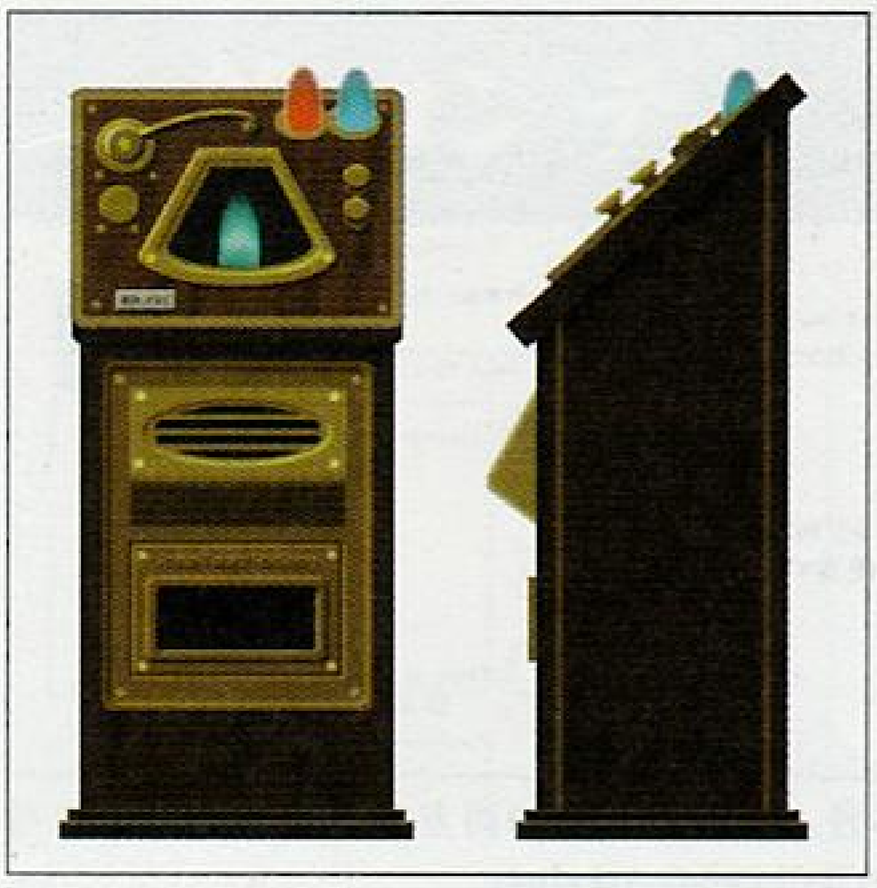

relief
on the wall
A well-preserved
fossilized whole skeleton
When rendering, place a
dummy of Aya as a
scale reference.
The
entrance design is
specified
separately (same as mu_02)
The museum is closed and
the interior is dark, but spotlights
are shining on key points.
Fossil skull and
excavation tools
★Due to changes in settings, the scale of
mu_02 and the map has changed.
mu_026
Please tune in to this mu_03.
A partition large enough for
people to hide
Dr. The display case was
broken by the clamp. He
took a large hammer or
pickaxe, disrupting the
arrangement of the
surrounding small excavation
tools.
The lights on the platform
dim in the background
animation.
The holographic base is
a perfect circle.
Holograph (additive BG
animation) T_rex skull
rotates in 8 patterns
size
464*512
mu_03

↓This is the original drawing for the Stegosaurus room on the third floor of the museum (Map 239/→P.243). Notice the instructions written on it. It seems that the idea was for Clamp, who had locked Aya inside, to throw a smoke bomb that spews poisonous gas into the room.

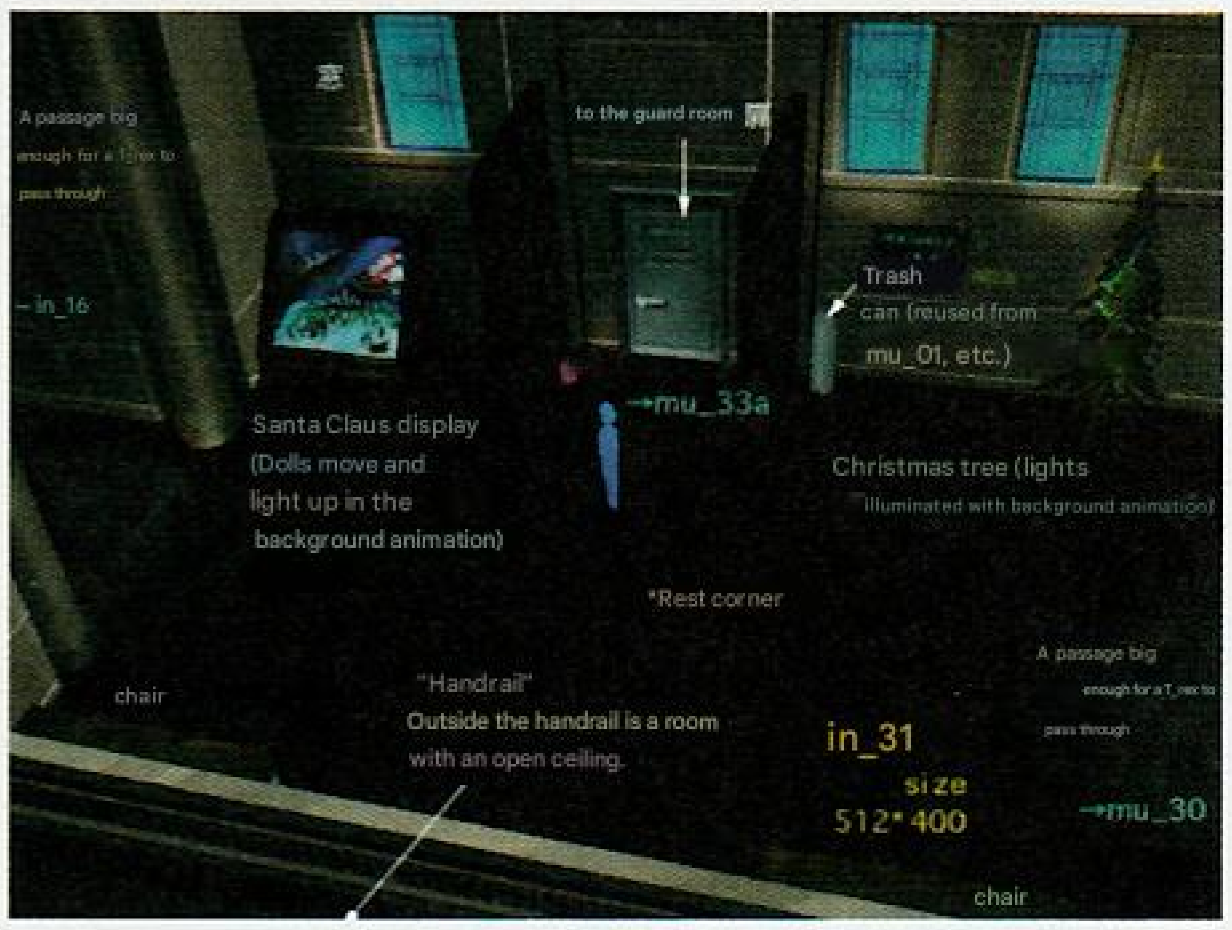

*The poison gas filling the room has four
different background animation patterns.
Create a closed door state
"Smoke bomb" thrown
by Dr. Clamp. BG
animation in 8 patterns.
*Indoor conditions and animation
Please discuss the
specifications with the person in charge of planning.
Exit closed (fixed with
retouching)
in_25
size
512*384


museum 1F
for 03
we_12 we 13
stairs
in 11
in 10
in_09
in 08
T_rex's route
in_04
T_rex
in 05
in_06
elevator
in_03
in_02
mu_01a
(b)
stairs
in_07
for_02
for_01
museum 2F
in 15
rs
mu_33a,b
mu_14
stairs
elevator
mu_32a,b
in_16
in 31
in_30
T_rex's route
stairs
Open to the first floor
in_36
mu_29
elevator
stairs
we 35,we_27
in_28
I am 34a1,2,3
mu_34b1,2,3

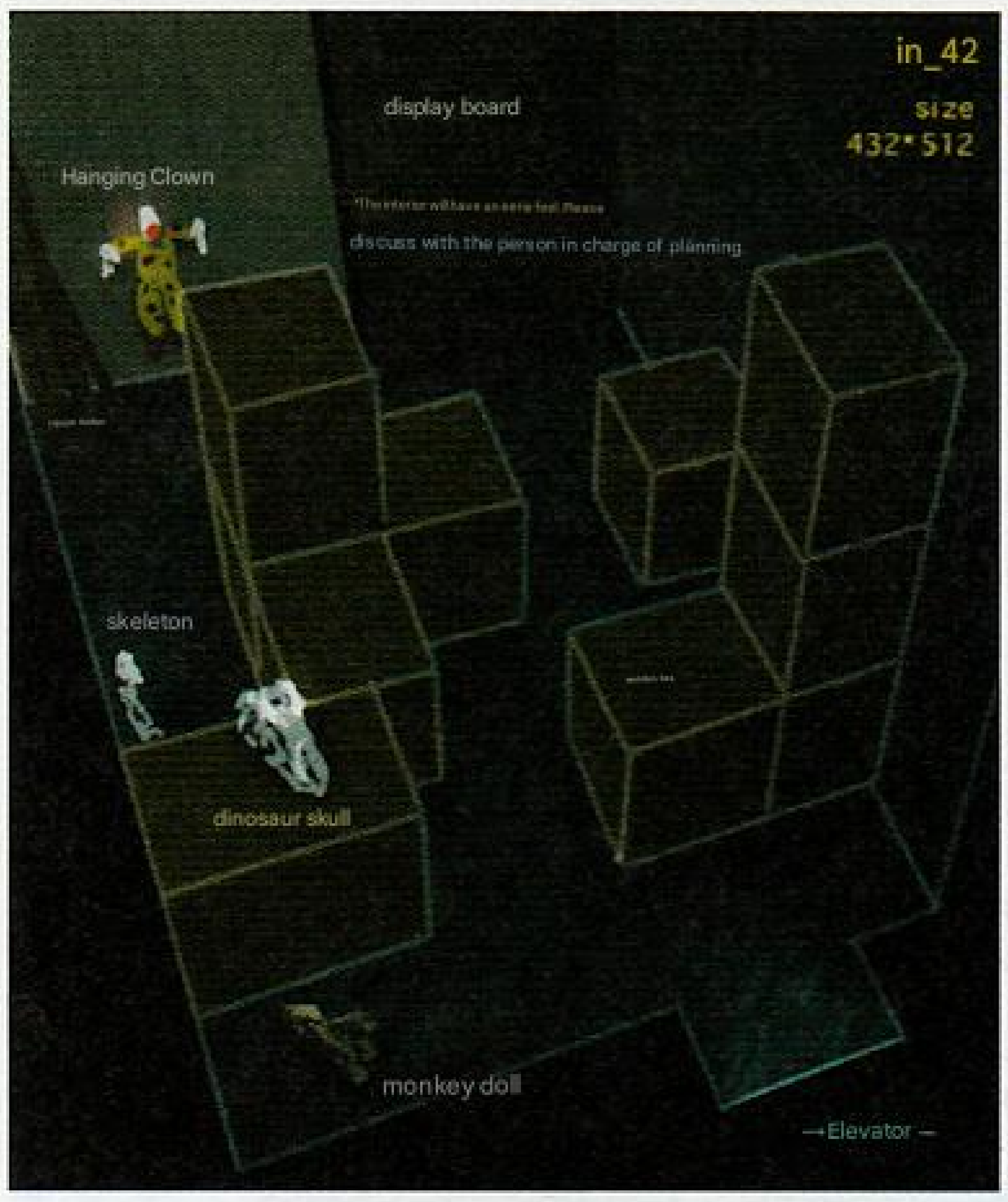
◆Initially, the T-REX, revived by Eve's power, wanders around the museum. This is the route it takes. There are no doors on the route so that the T-REX can pass through.



There were quiz machines in seven locations in the museum. At first, if you answered the quiz correctly, a medal would come out. The setting was a quiz machine (→P. 164).

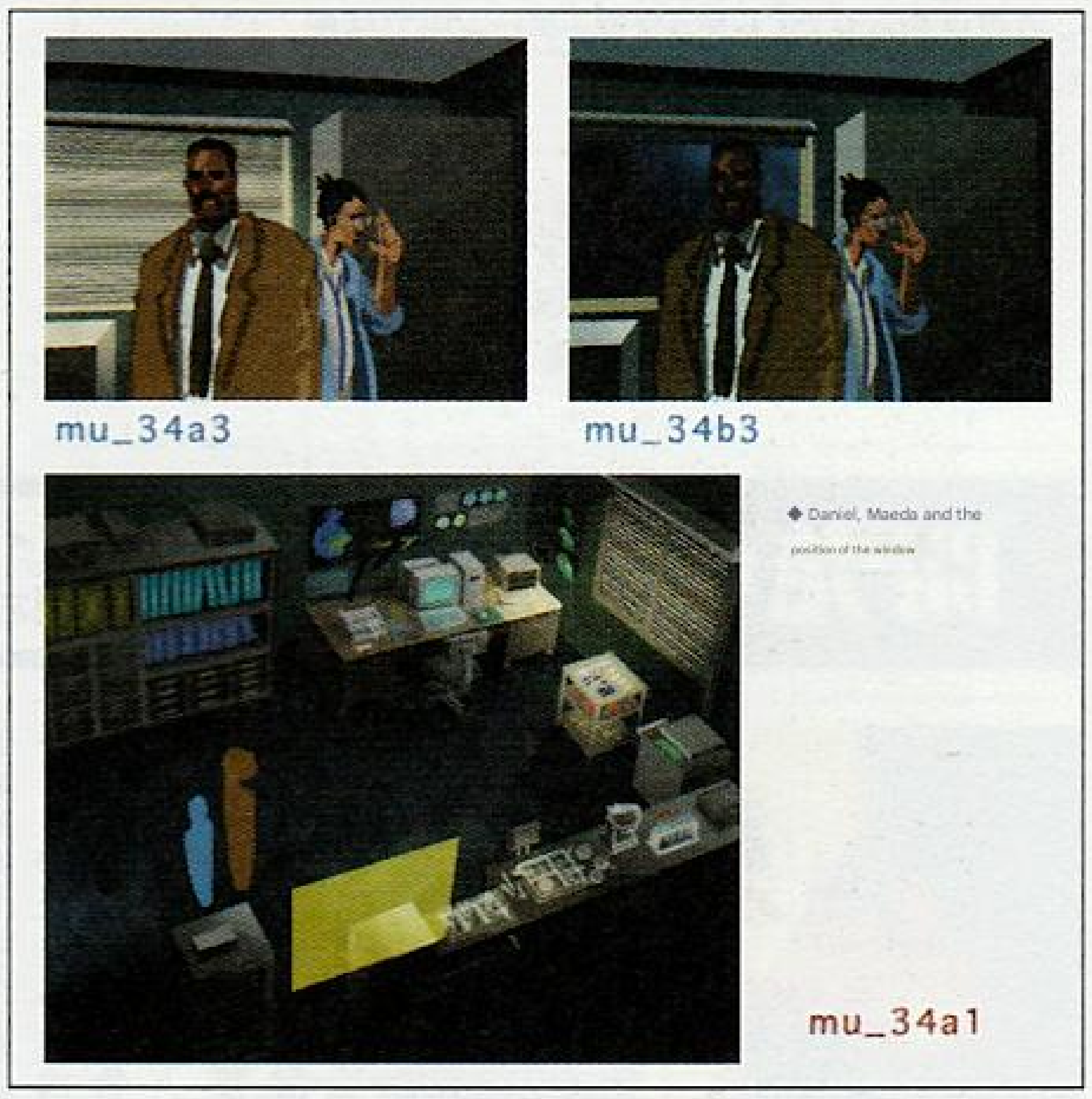

A passage big
enough for a T_rex to
pass through
to the guard room
– in_16
Trash
can (reused from
mu_01, etc.)
→mu_33a
Santa Claus display
(Dolls move and
light up in the
background animation)
Christmas tree (lights
illuminated with background animation)
*Rest corner
A passage big
enough for a T_rex to
pass through
chair
"Handrail"
Outside the handrail is a room
with an open ceiling.
in_31
size
512*400
→mu_30
chair

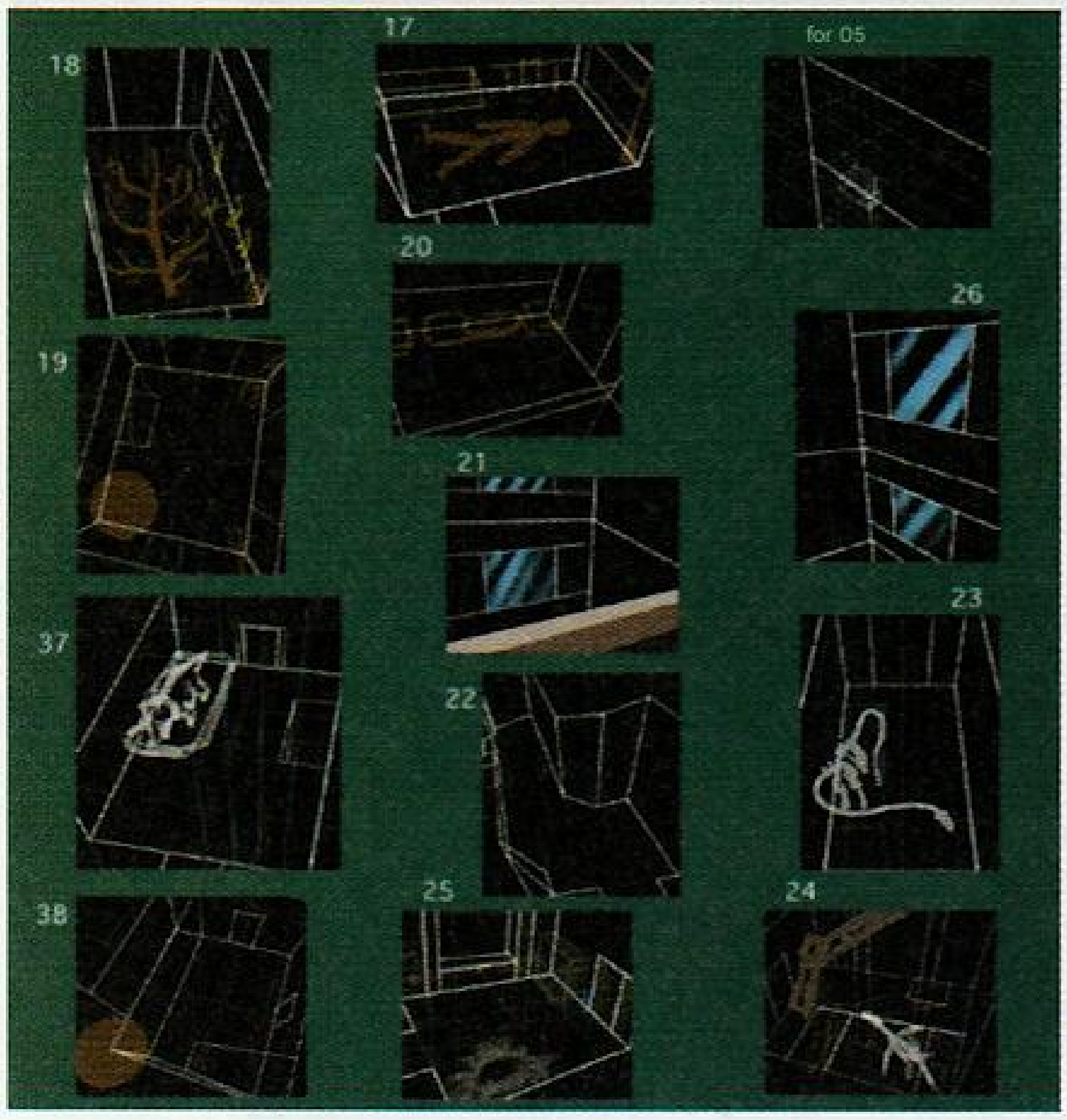
*The rest area on the second floor of the museum (Map 228/→P.241). You can see that the Santa Claus doll is on display in the back left.


in_42
size
432*512
display board
Hanging Clown
*The interior will have an eerie feel. Please
discuss with the person in charge of planning
skeleton
dinosaur skull
monkey doll
→Elevator –

◆The atmosphere is completely different from in the game, but here is the original drawing of the hidden room on the 4th floor of the museum (Map 253/→P.244). It's a bleak room with piles of wooden boxes.

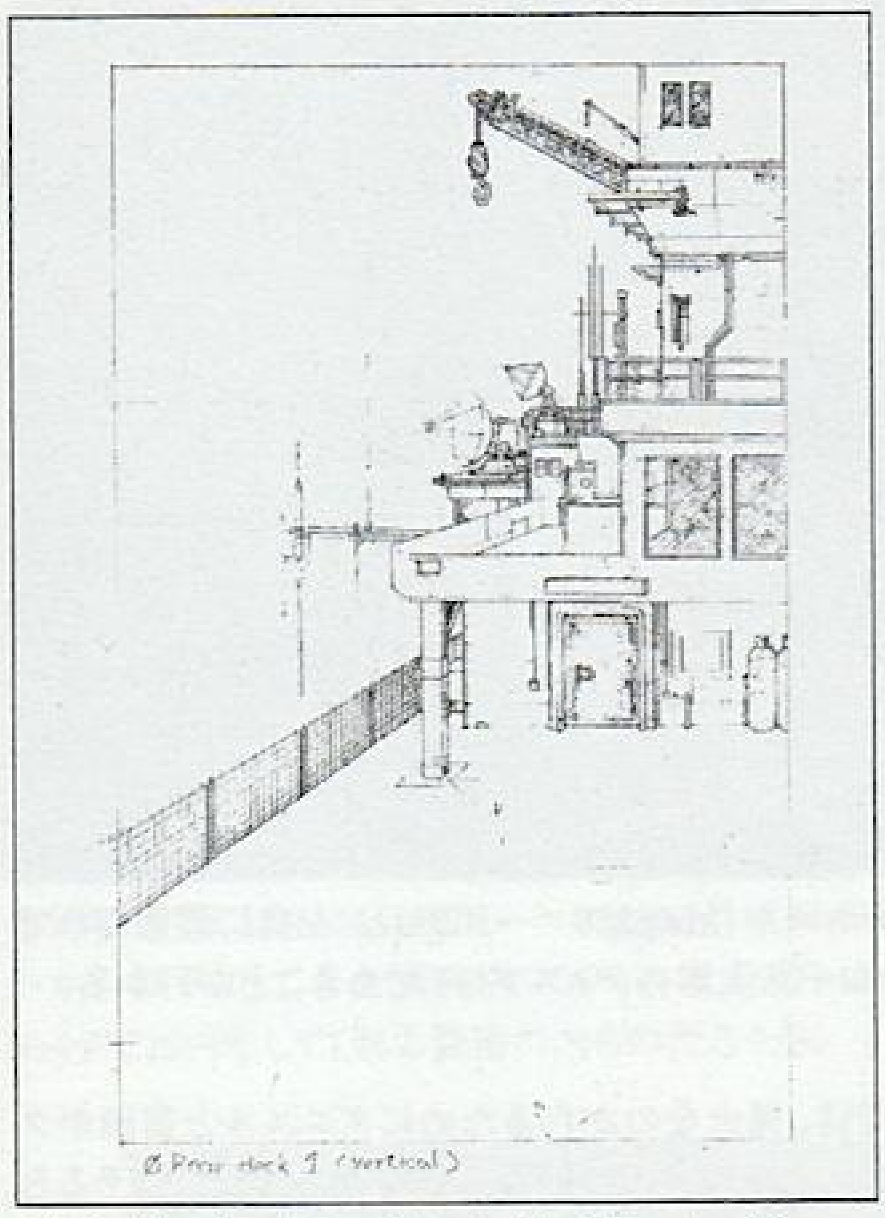
↓At the museum on Day 5, there is a scene where Daniel and Maeda break a window and jump out of Clamp's lab (Map 221/→P.241) to escape a fire. This is the position they should stand in at that time.


mu_34a3
mu_34b3
◆ Daniel, Maeda and the position of the window
mu_34a1

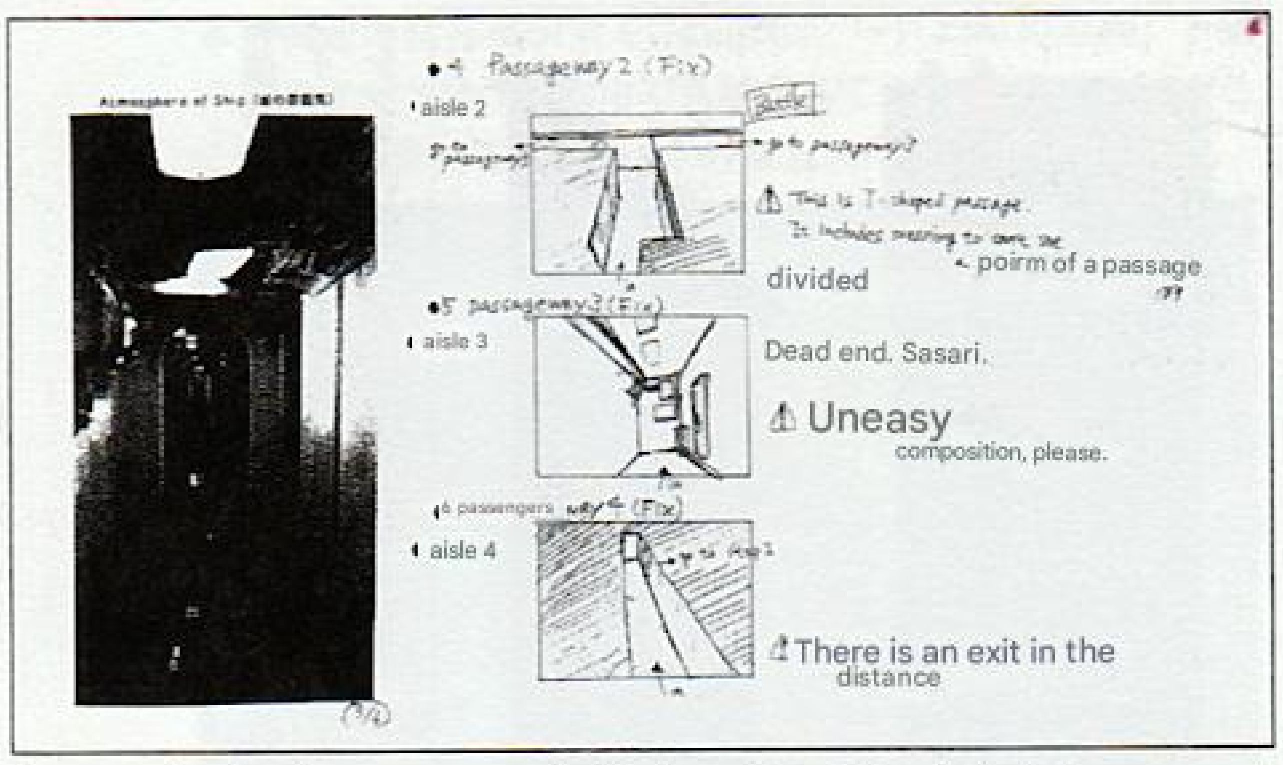

18
17
for 05
20
26
19
21
37
23
22
38
25
24

◆Sketches of the layout of each room on the third floor of the museum. These are the basis for the original drawings.

↓ are not used in the game. (→P. 295) The dinosaur fossils

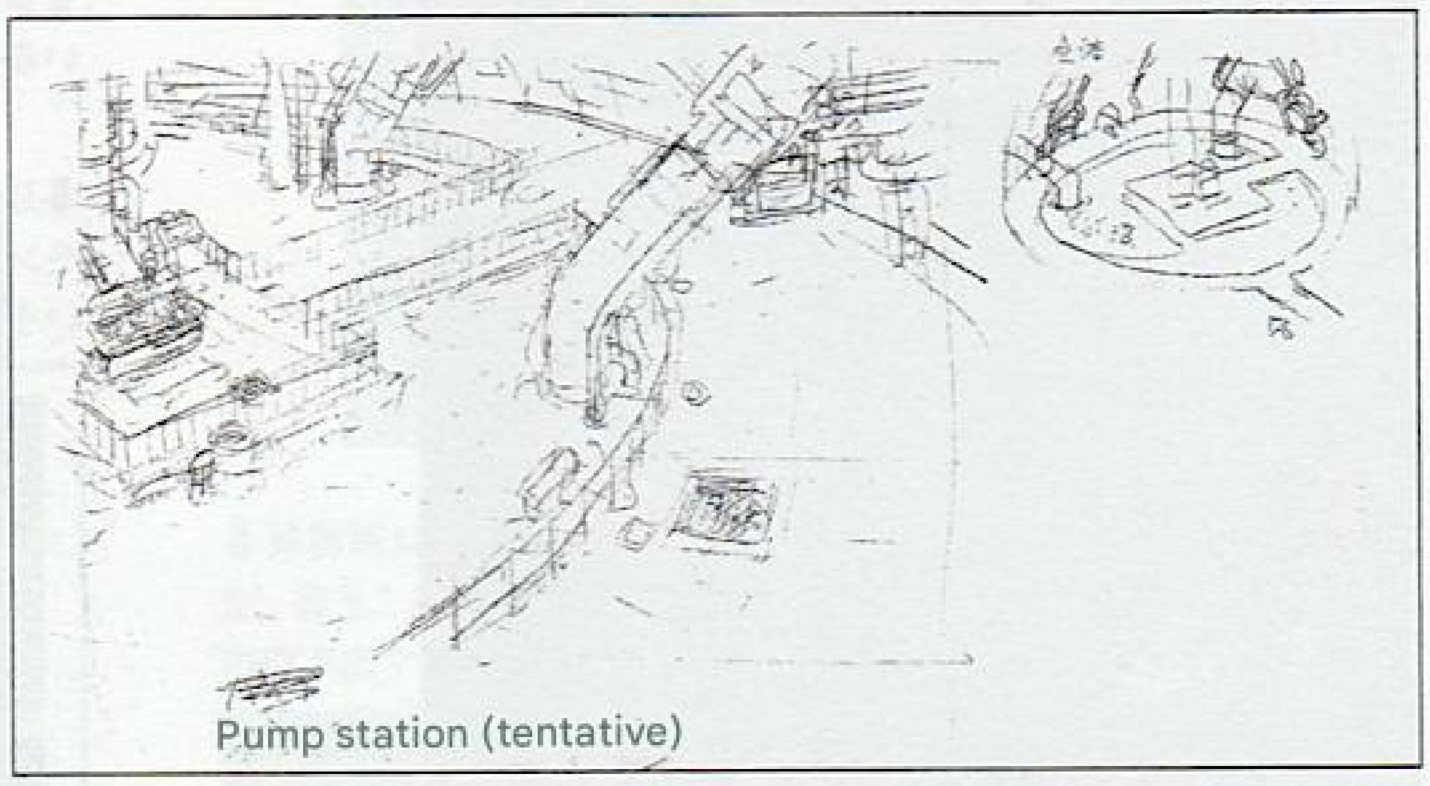

Ø Poop deck 1 (vertical)

Original drawing of the aft deck of the Kai cruiser (Map 256/→P.251). This CG map from this perspective is not used in the game.


Atmosphere of Ship (船の雰囲気)
•4 Passageway 2 (Fix)
aisle 2
go to passageway
Battle
→go to passageway3
⚠ This is T-shaped passage.
It includes meaning to save the
divided
← poirm of a passage
•5 passageway 3 (Fix)
aisle 3
Dead end. Sasari.
⚠ Uneasy
composition, please.
•6 passengers way (Fix)
aisle 4
⚠ There is an exit in the distance

◆Instructions for the passageways inside the cruiser. Written in both Japanese and English, it shows the difficulty of communication.

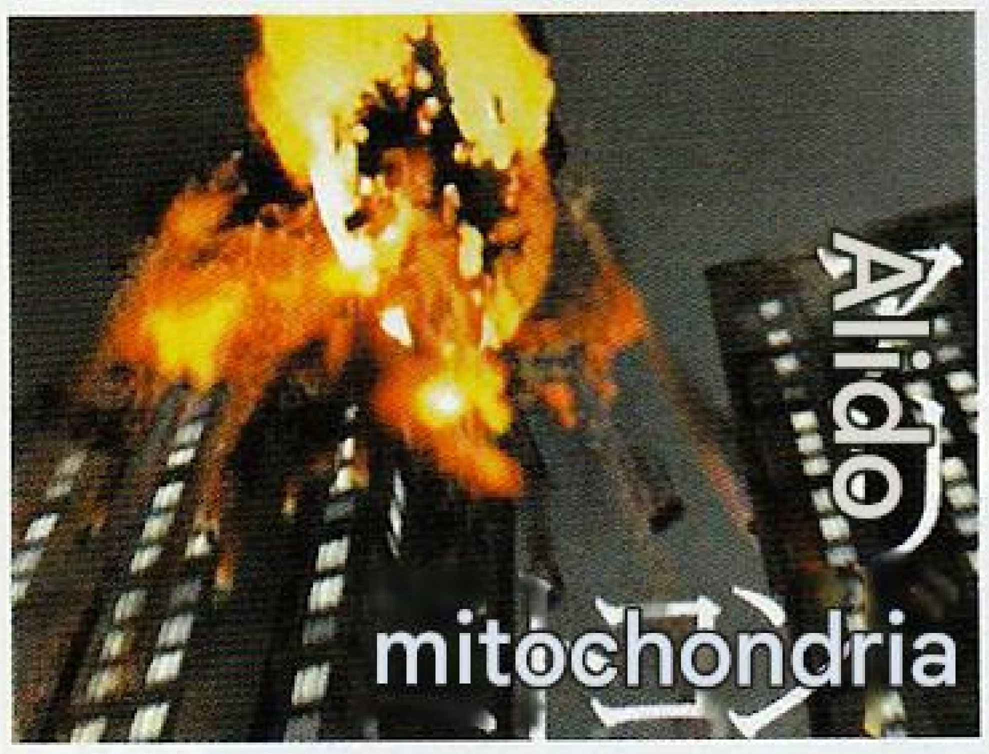
⇒ Early rough sketch of Sewer 2, Pump Station (Map175/→P.232). It was possible that the terrain would turn out like this.


Pump station (tentative)

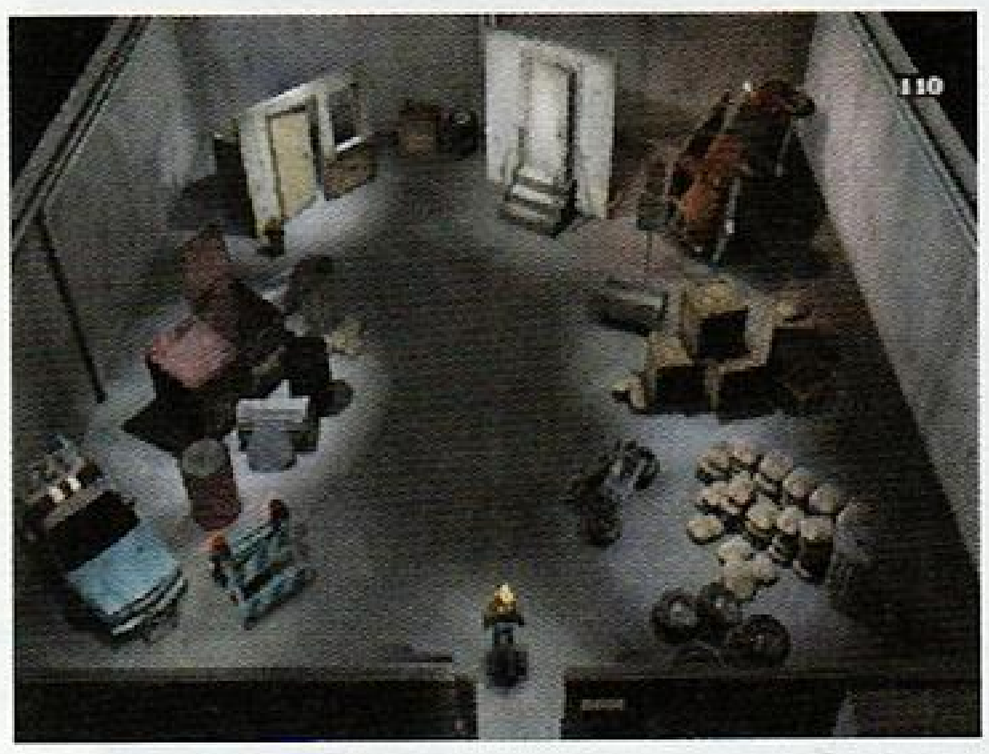
Development screen

Here are some screenshots of the development version of "Parasite Eve."

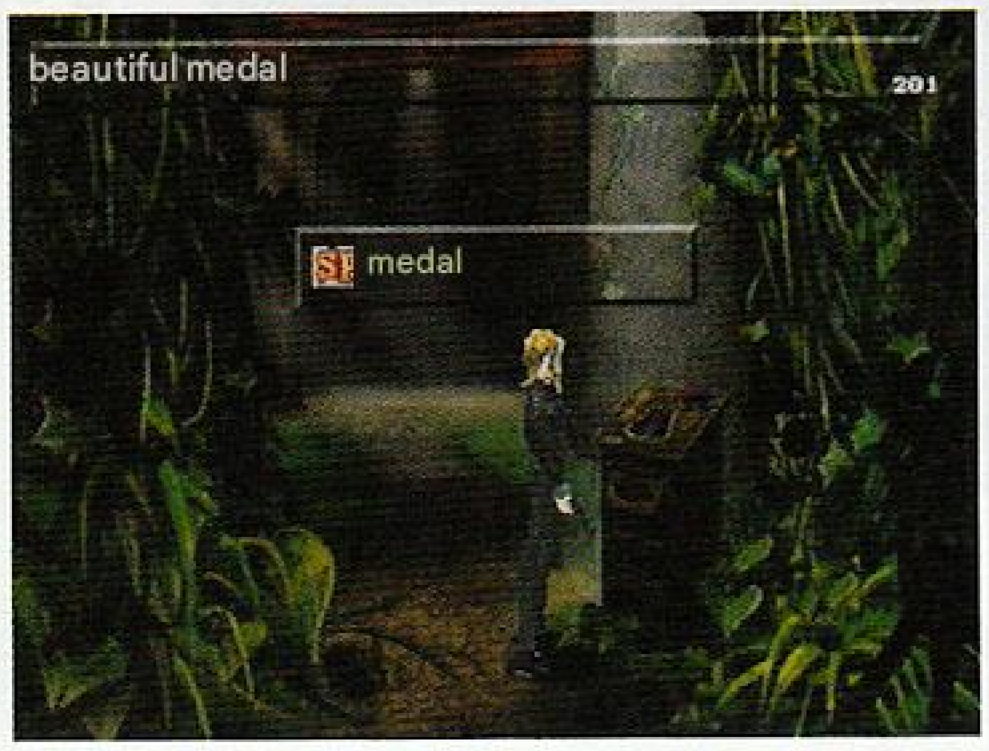
These are all precious scenes that were changed in the retail version.


Alido
mitochondria

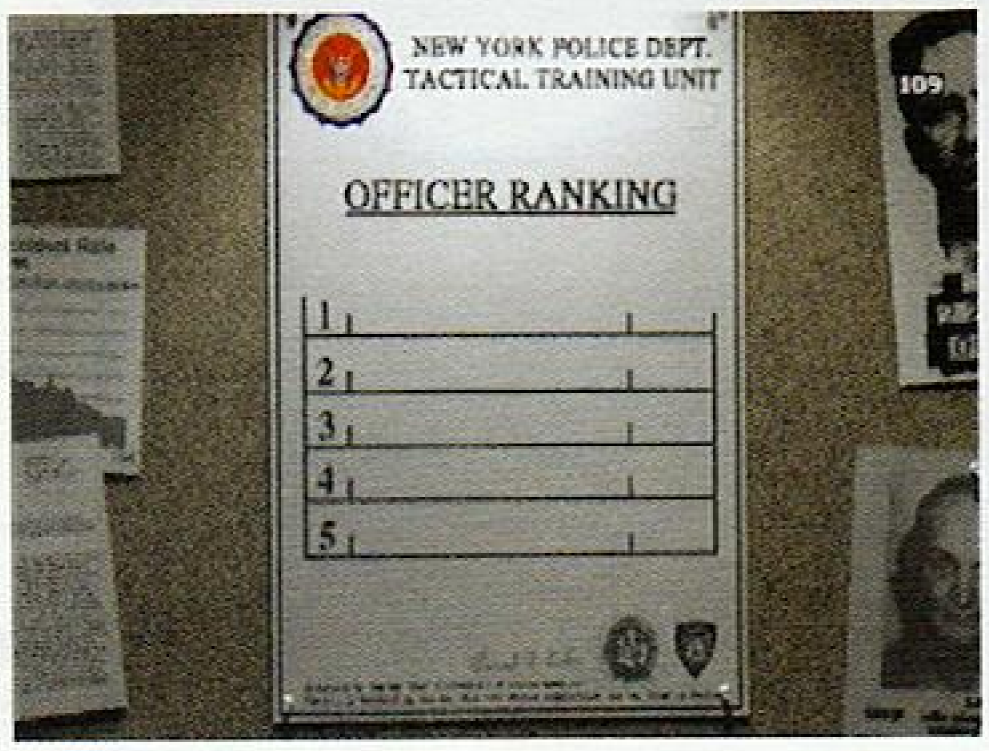
Unlike the retail version, the demo movie is made up of Kiktar's lines from the story. ⬅



The game was planned to be played at a shooting range that was set up to learn the system. ⬅


beautiful medal
201
medal

(→P. 164). If you collect them, good things will happen. If you solve the puzzles, you will get a medal. ⬅



NEW YORK POLICE DEPT.
TACTICAL TRAINING UNIT

OFFICER RANKING

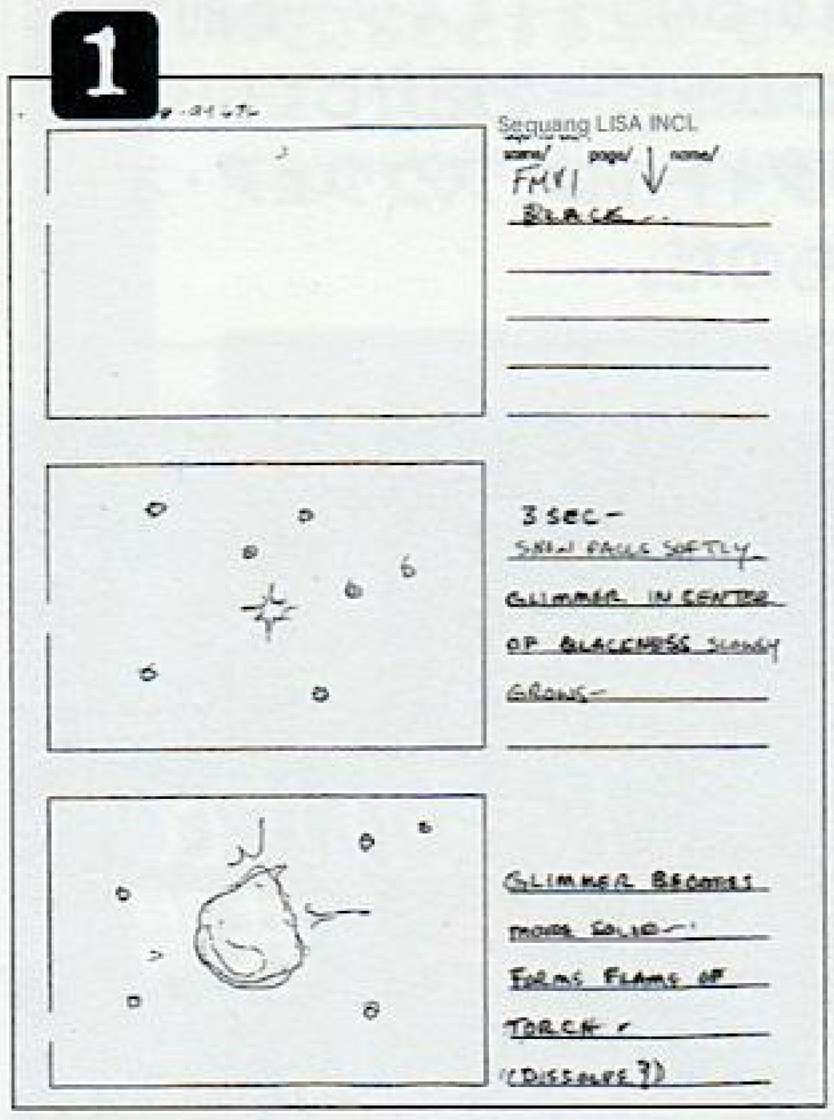
1
2
3
4
5

If you get to the top, you can get a ranking screen that displays your score at the shooting range. ⬅

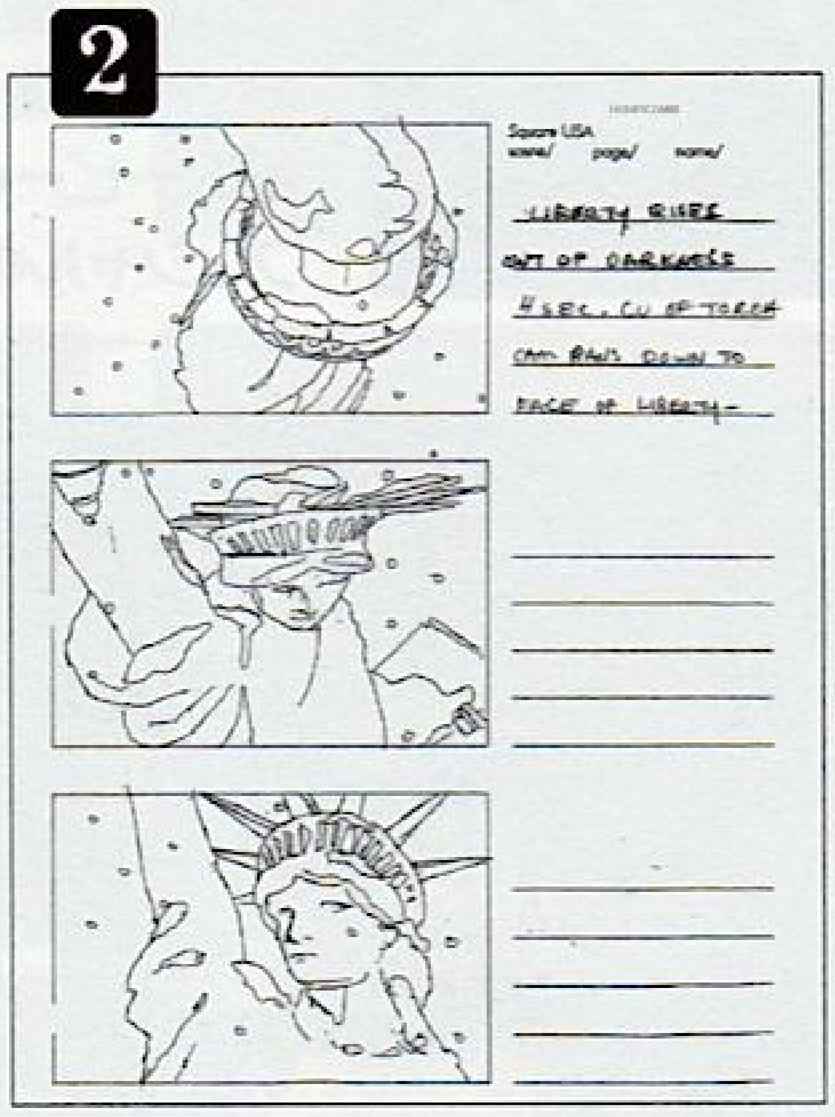
storyboard

The storyboards for the opening are now all revealed. Pay attention to the parts that were cut or changed in the actual movie, including the skating rink scene.

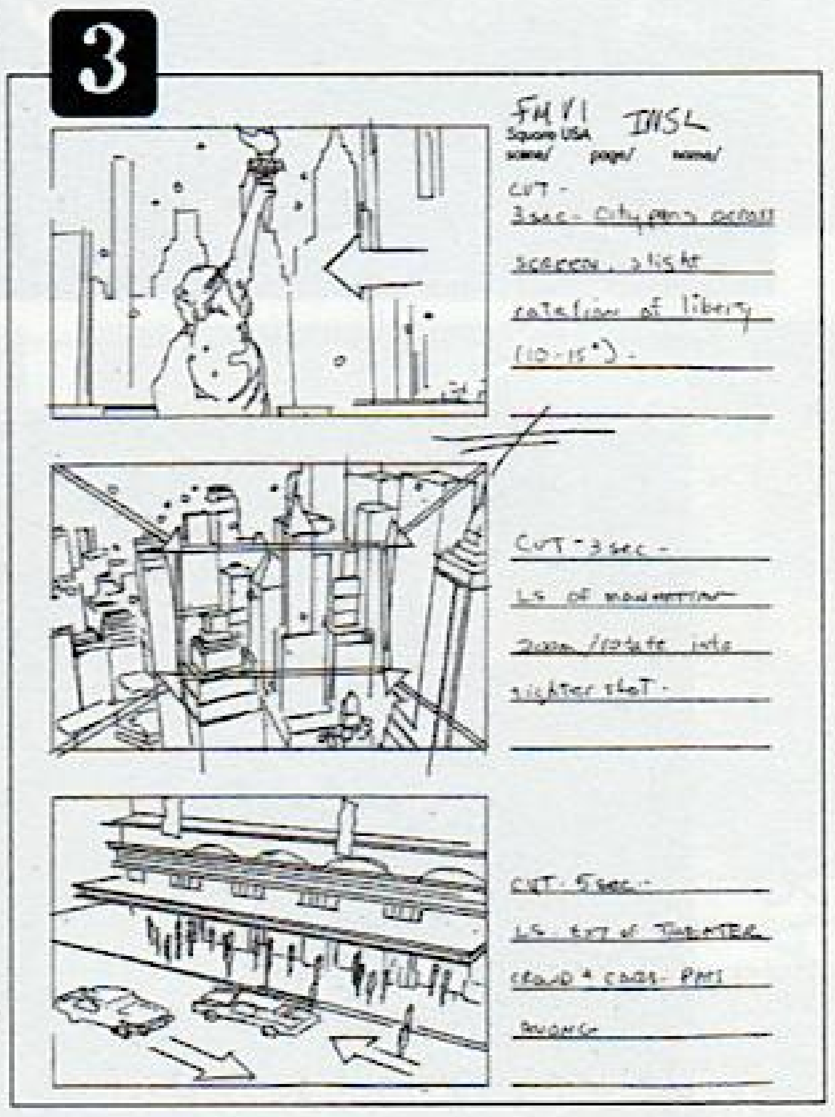
1


Sequang LISA INCL
scene/ page/ name/
FMV1
BLACK.
3 sec-
SNOW FALLS SOFTLY
GLIMMER IN CENTER
OF BLACKNESS SLOWLY
GROWS-
GLIMMER BECOMES
MORE SOLID-
FORMS FLAME OF
TORCH -
(DISSOLVE?)

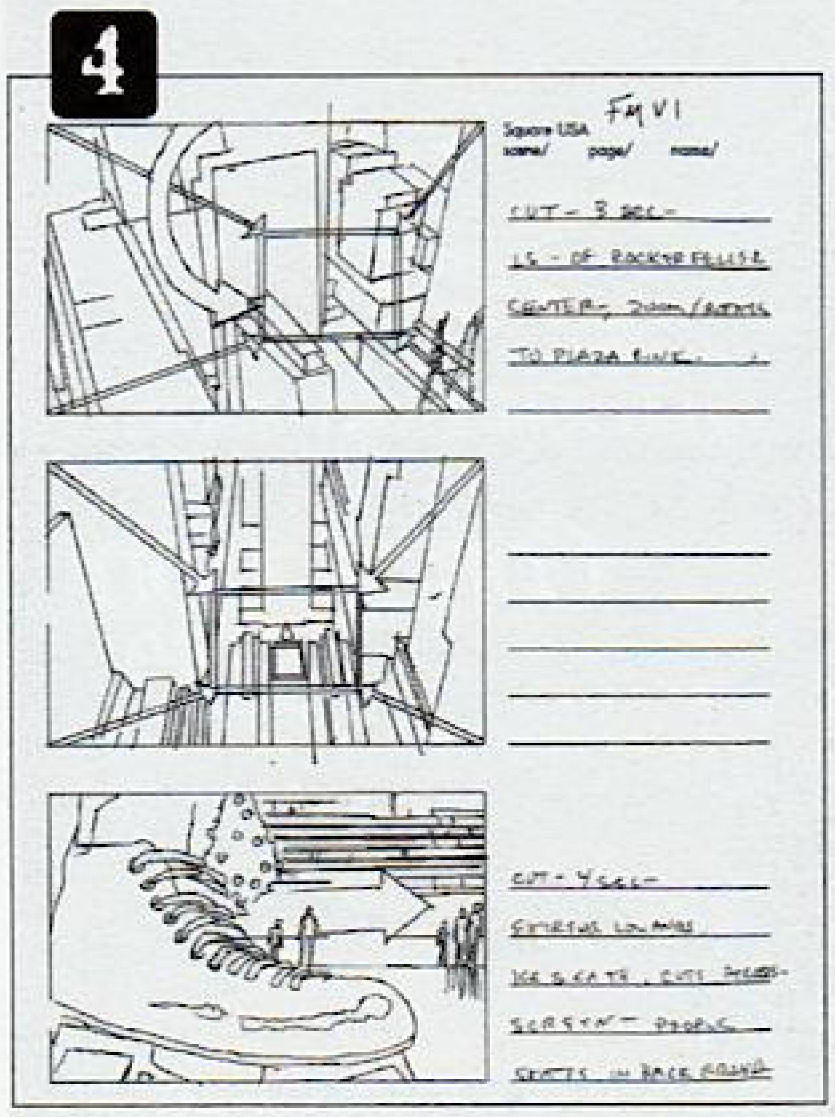
2


Square USA
scene/ page/ name/
LIBERTY RISES
OUT OF DARKNESS
4 SEC. CU OF TORCH
CAM PANS DOWN TO
FACE OF LIBERTY-

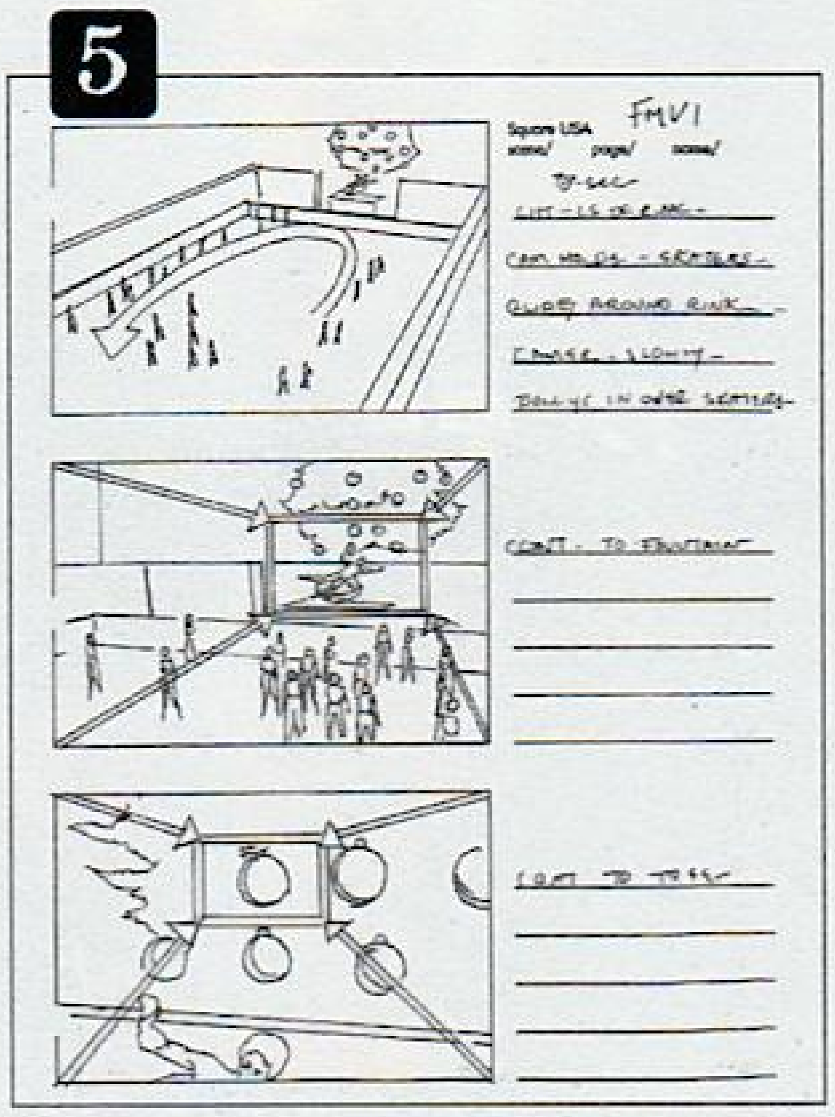
3


FMV1 INSL
Square USA
scene/ page/ name/
CUT -
3sec - City pans across
screen, slight
rotation of liberty
(10-15°) -
CUT - 3 sec -
LS of Manhattan
zoom/rotate into
tighter shot -
CUT - 5 sec -
LS - EXT of THEATER
CROWD + CARS - PANS
AROUND

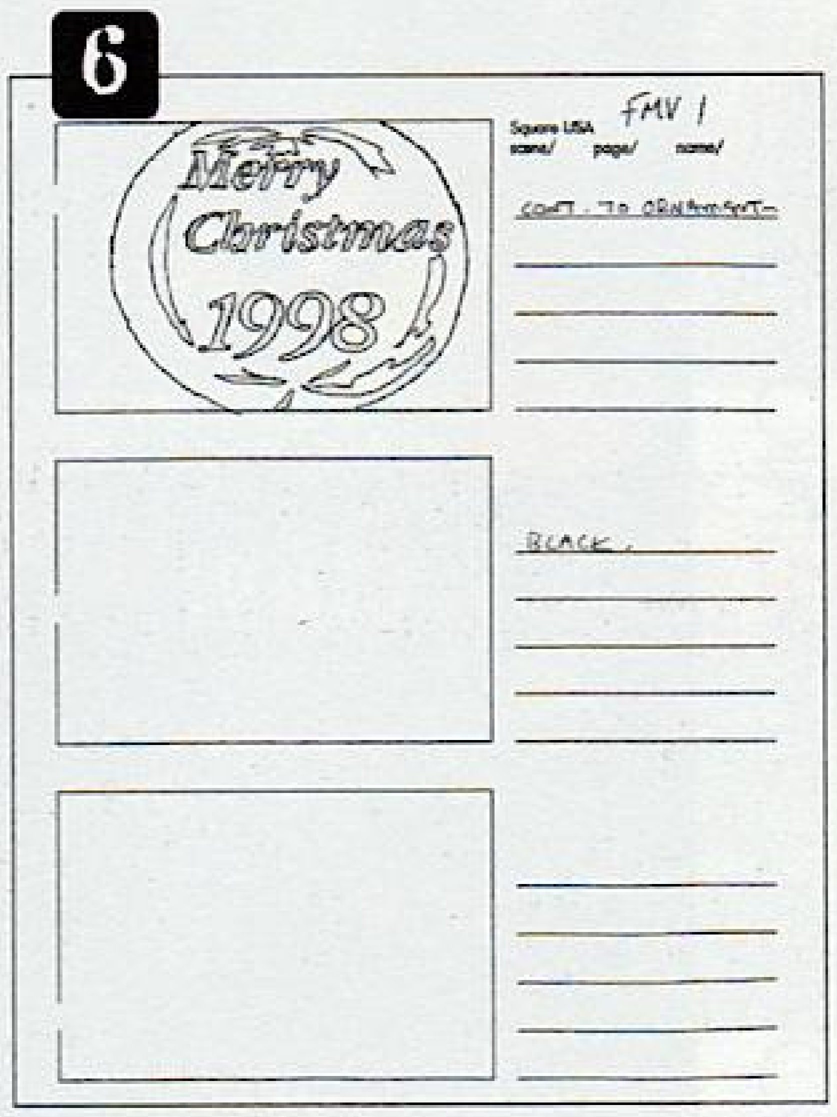
4


Square USA FMV1
scene/ page/ name/
CUT - 3 SEC -
LS - OF ROCKEFELLER
CENTER, ZOOM/ROTATE
TO PLAZA RINK.
CUT - 4 sec -
EXTREME CU ON
ICE SKATE, CUTS ACROSS
SCREEN - PEOPLE
SKATE IN BACKGROUND

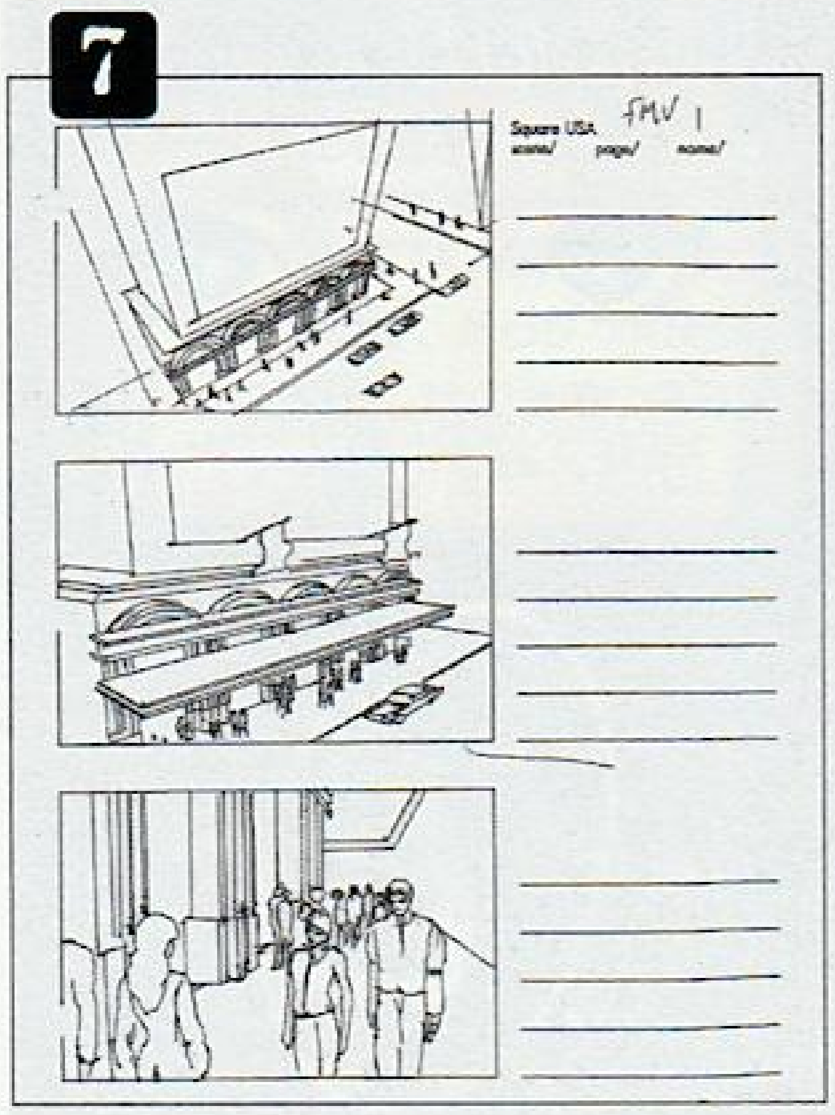
5


Square USA FMV1
scene/ page/ name/
5-sec-
CUT - LS OF RINK -
CAM HOLDS - SKATERS -
GLIDE AROUND RINK -
CAMERA SLOWLY -
DOLLYS IN OVER SKATERS
CONT. TO FOUNTAIN
CONT TO TREE-

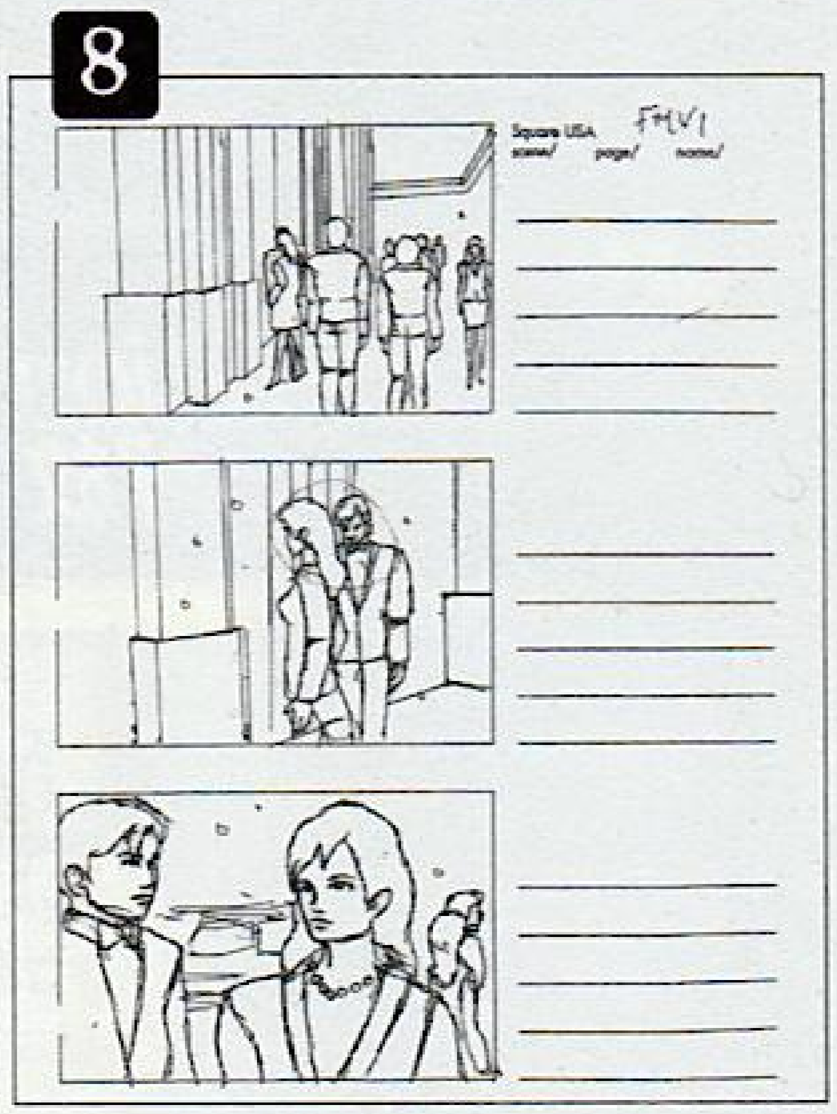
6


Merry Christmas 1998
Square USA FMV 1
scene/ page/ name/
CONT. TO ORNAMENT -
BLACK.

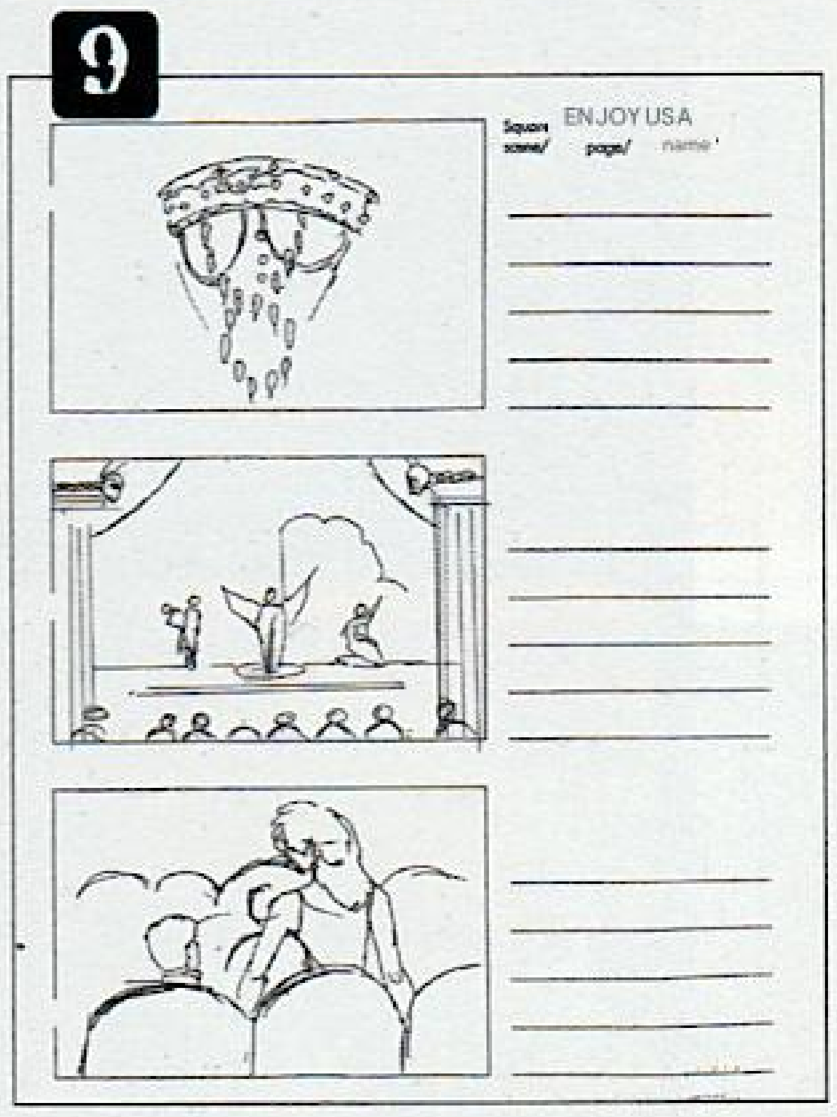
7


Square USA FMV 1
scene/ page/ name/

8


Square USA FMV1
scene/ page/ name/

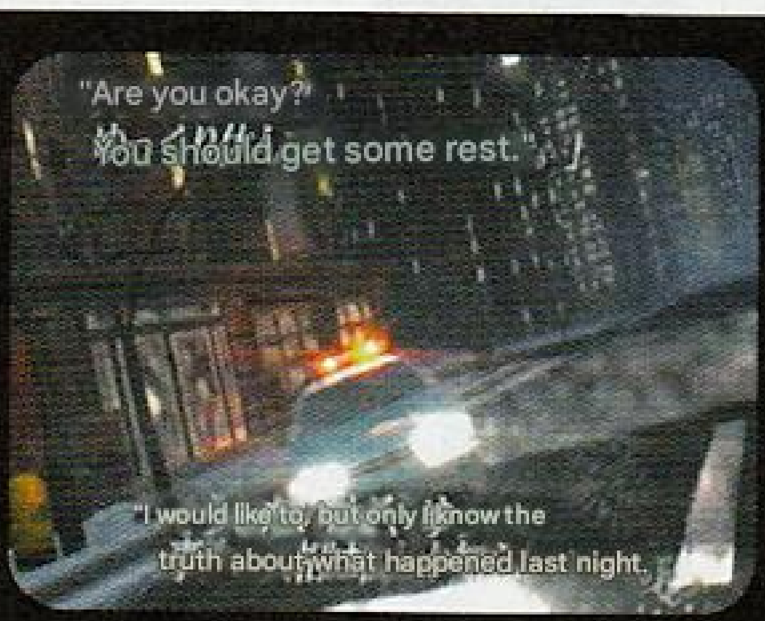
9

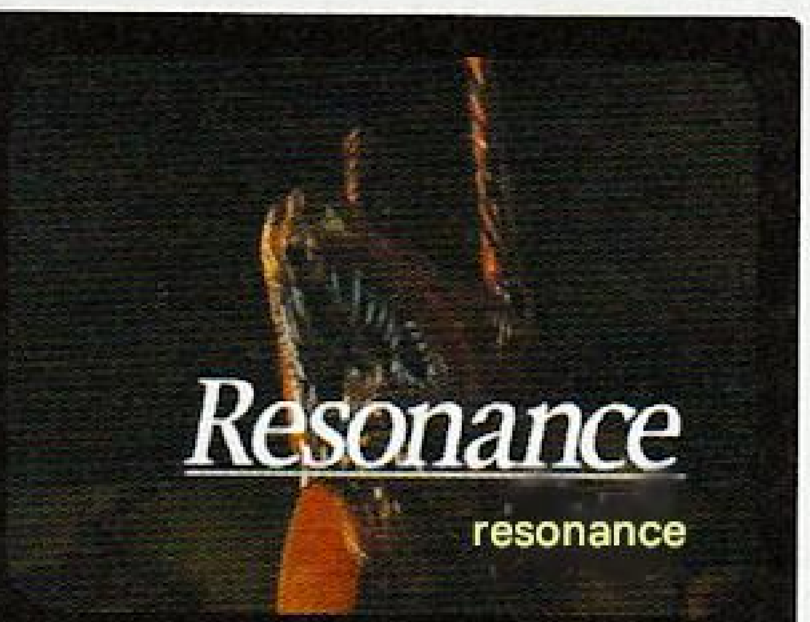

Square ENJOY USA
scene/ page/ name

Movie Index 11/חות עמלה

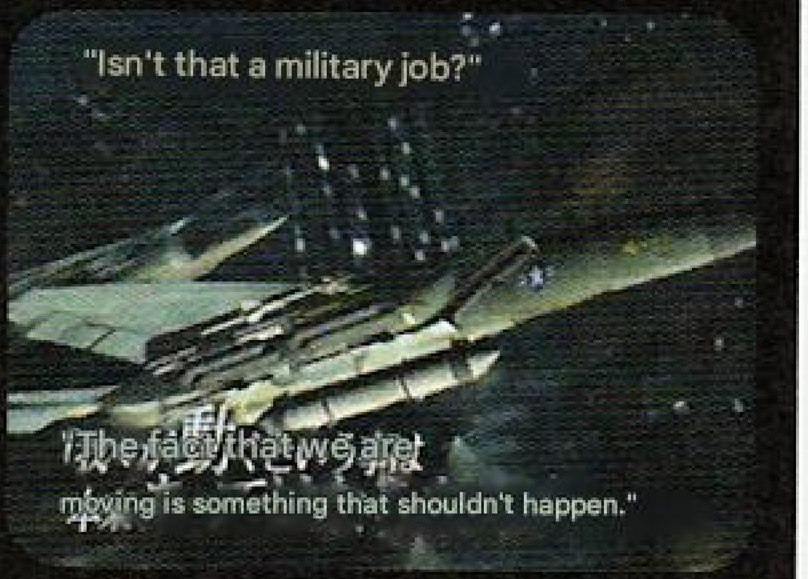
The biggest selling point of this game is the CG movies created by top-artists from Hollywood, the home of movies. In this section, we will introduce 45+1 movies (pre-start demo/photo below) that appear in the game. The titles of each movie are official from Square.

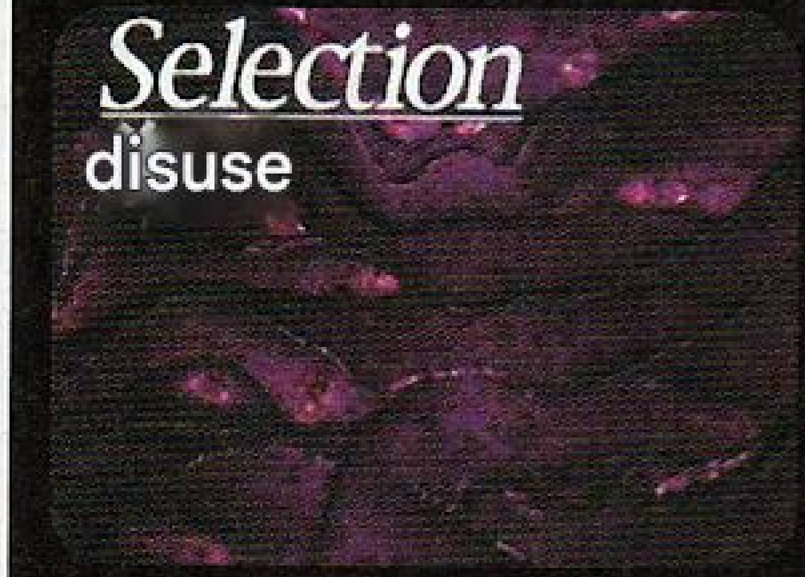
PARASITE EVE DEMONSTRATION MOVIE

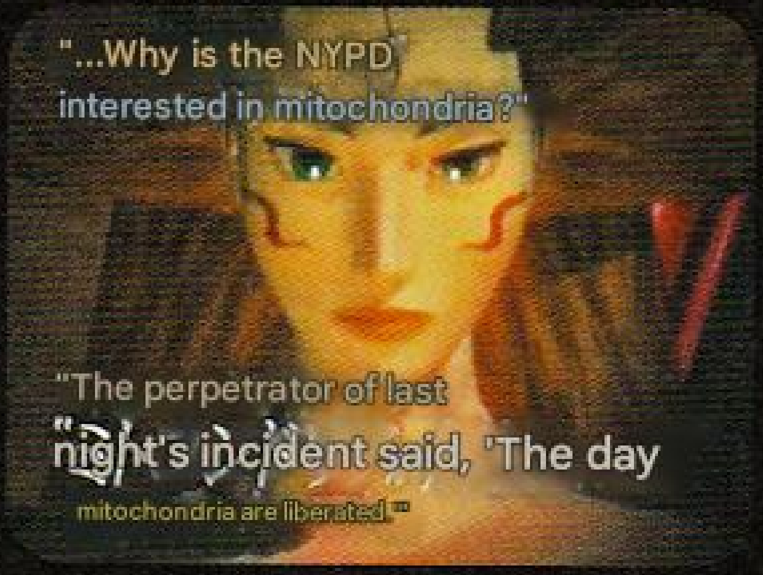

"Are you okay?
You should get some rest."
"I would like to, but only if I know the truth about what happened last night."

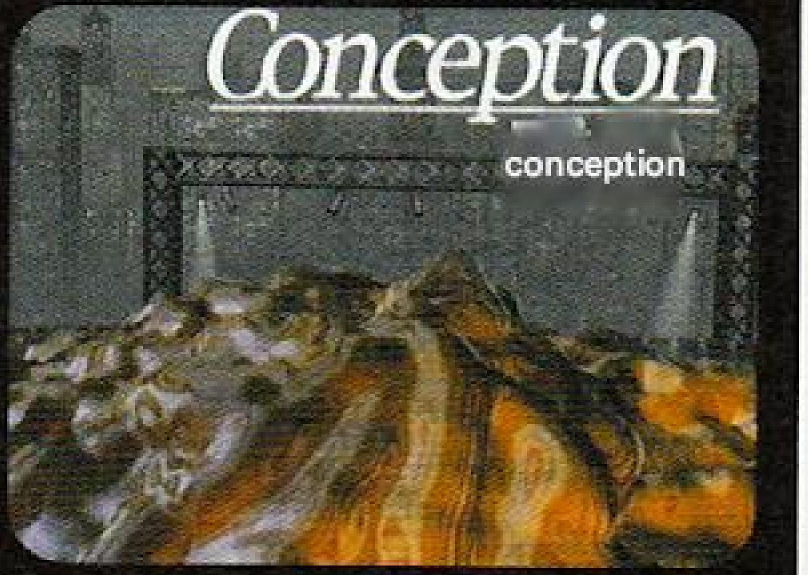

Resonance
resonance

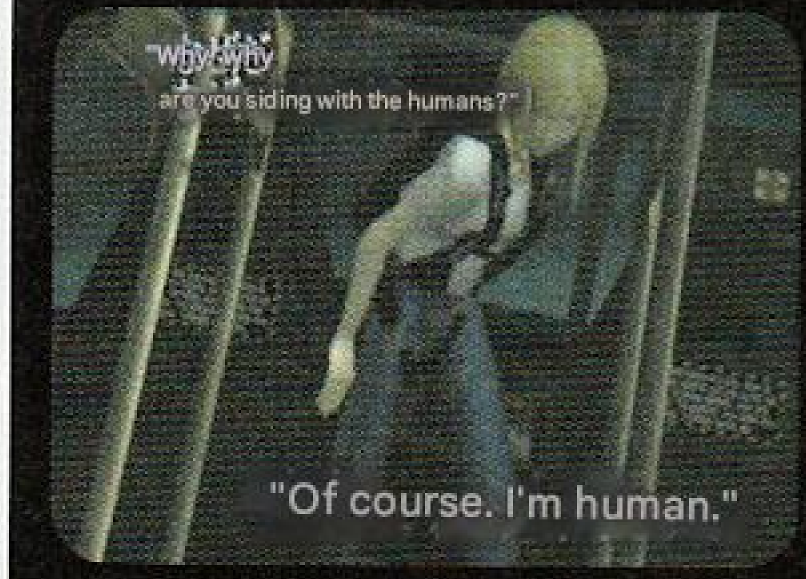
"So, is spontaneous human combustion really a thing?"
"Well, it's not exactly spontaneous combustion. It can be set on fire."

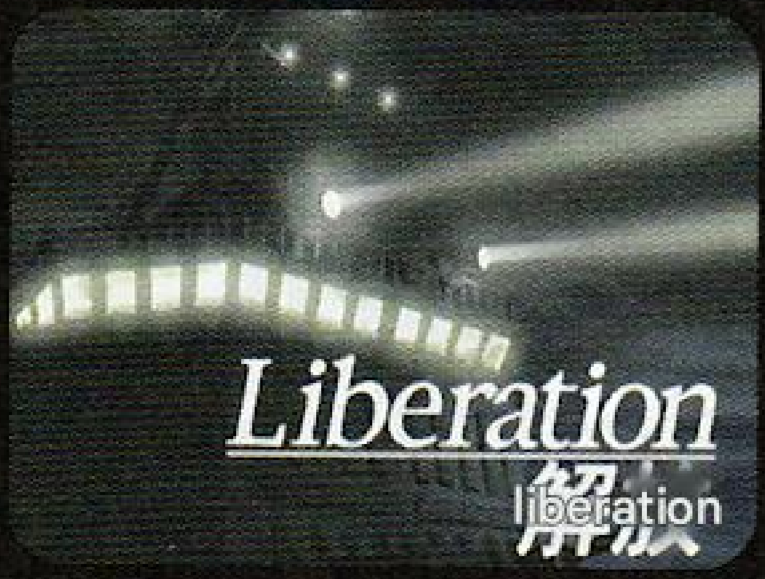

"Isn't that a military job?"
"The fact that we are moving is something that shouldn't happen."


Selection
disuse

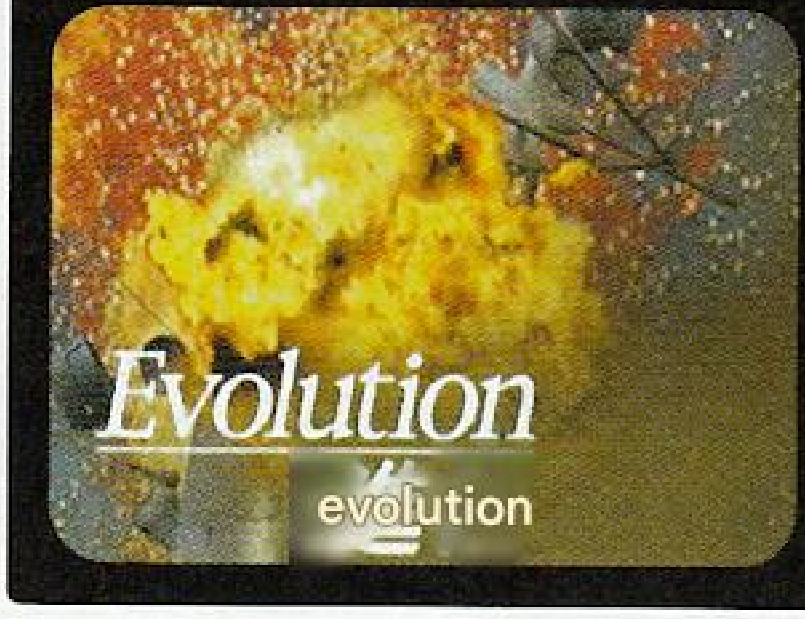

"...Why is the NYPD interested in mitochondria?"
"The perpetrator of last night's incident said, 'The day mitochondria are liberated.'"

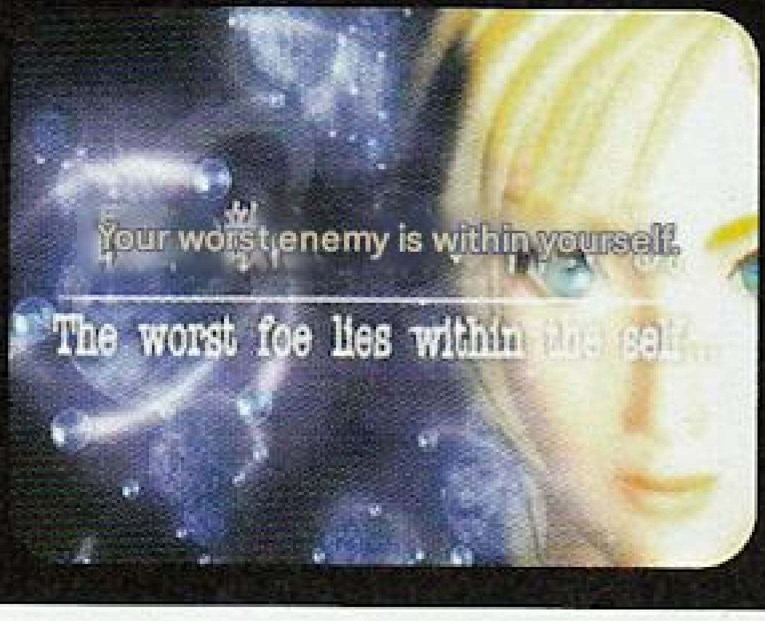

Conception
conception


"Why why are you siding with the humans?"
"Of course. I'm human."


Liberation
解放
liberation

"I might be a monster too."
"Maybe I'll kill you..."

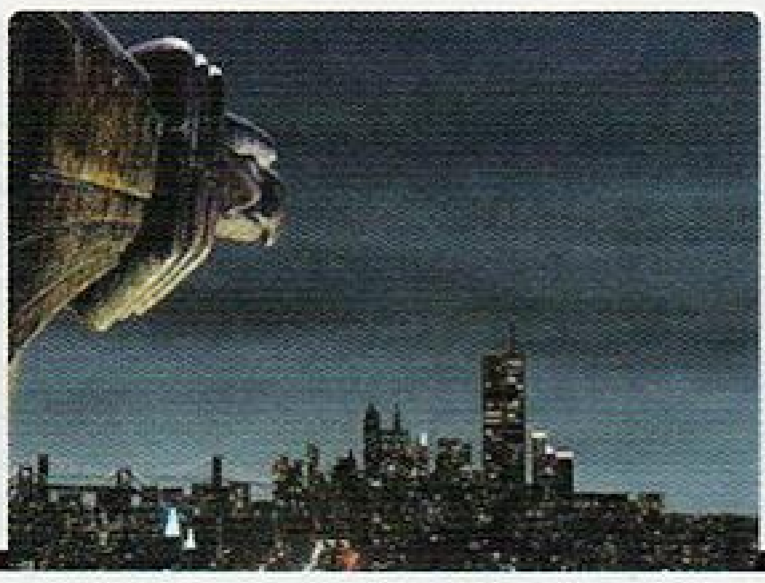

Evolution
evolution

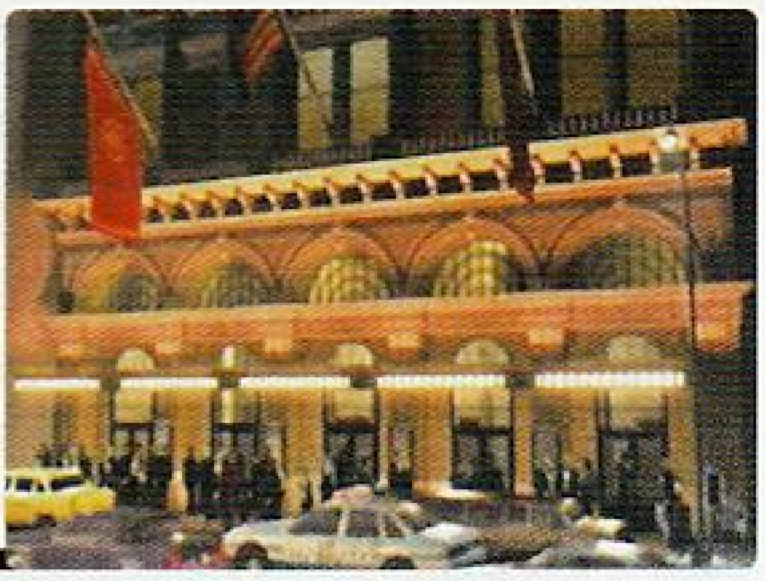

Your worst enemy is within yourself.
The worst foe lies within the self...

[porasile home]

Opening
[Opening]

1 A scene from Christmas Eve. Following the Statue of Liberty and other famous New York landmarks, Carnegie Hall, the first setting of the film, appears.



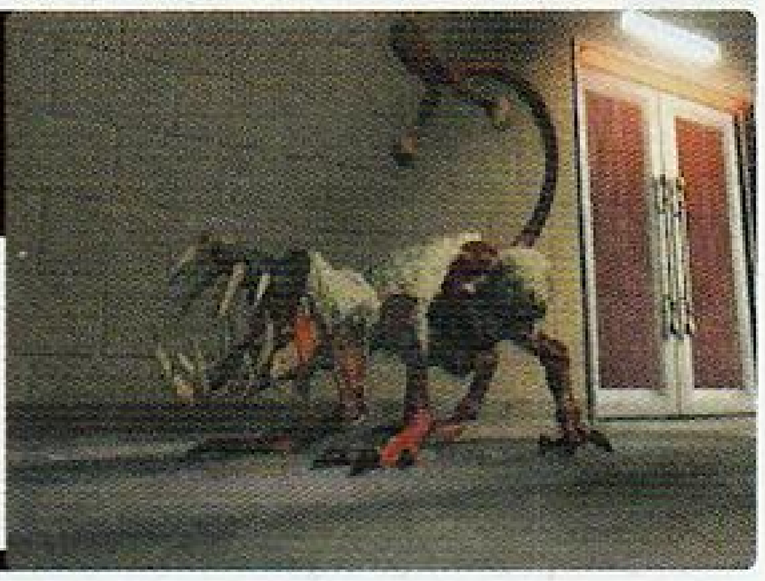
Merry
Christmas
1997


Eve awakens

2 During an opera performance, something strange happens to the lead actress, Melissa, and at the same time, people in the hall start catching fire one after another, turning the music hall into a scene of tragedy.

Rat transformation

3 The mitochondria in the body awaken, and the ordinary mouse transforms into a grotesque monster called an NMC (Neo-Mitochondrial Creature).



Evolution to Eve2

4 Until then, Eve had retained her human form, but by taking control of all of Melissa's cell nuclei, she evolved into a more complete mitochondrial organism.

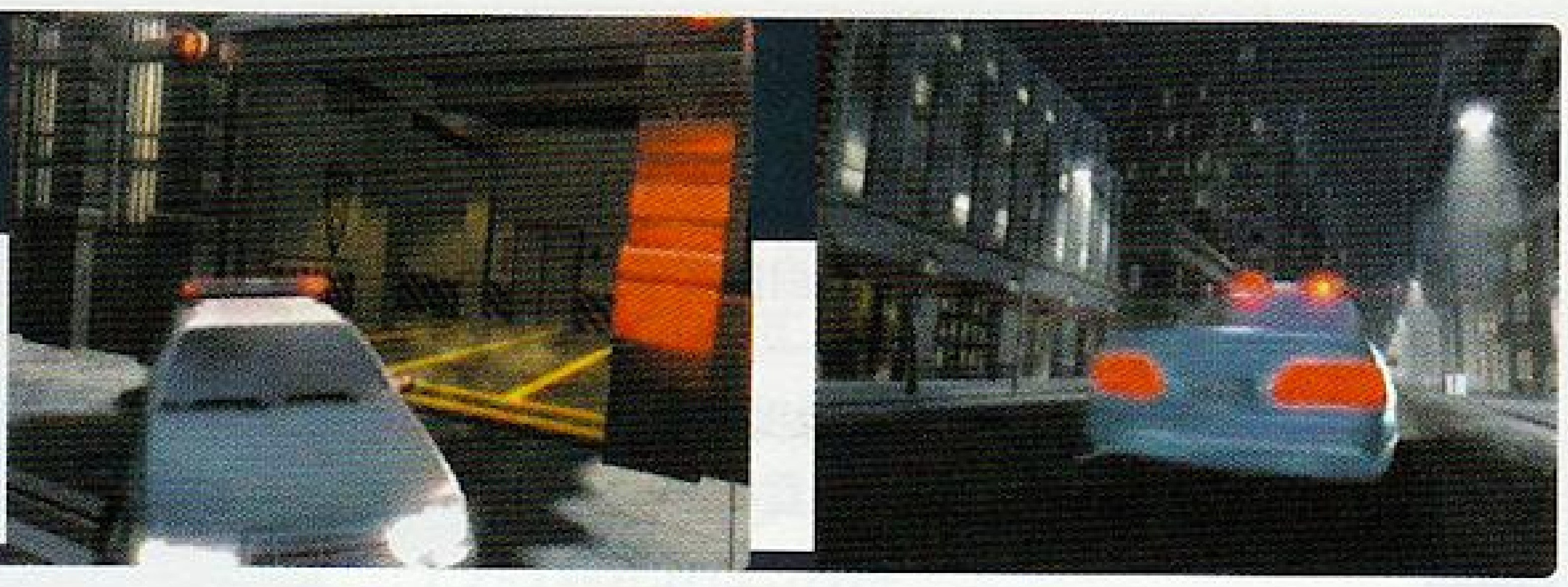
Eve escapes Alligator

5 Aya corners Eve deep in the sewers, but Eve liquefies and escapes. Immediately after, the crocodile, which has transformed into an NMC, stands in Aya's way.

Police car takes off [Police car emergency dispatch]

6

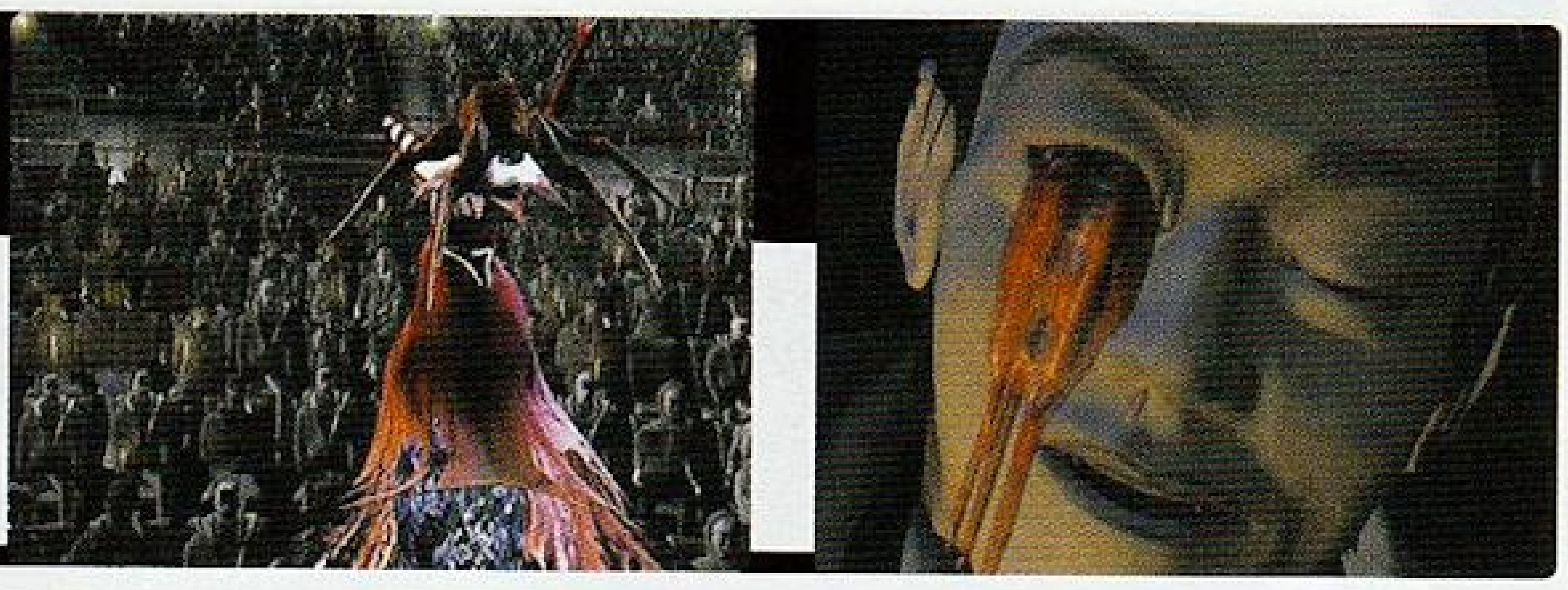
When Daniel learns that Eve will be showing up at the bandstand where Ben and Lorraine were staying, he drives his police car to Central Park.



Central Park Amphitheater

7

At Eve's call, the audience gathered at the outdoor music hall dissolve, transforming into giant liquid creatures and disappearing into the Manhattan night.

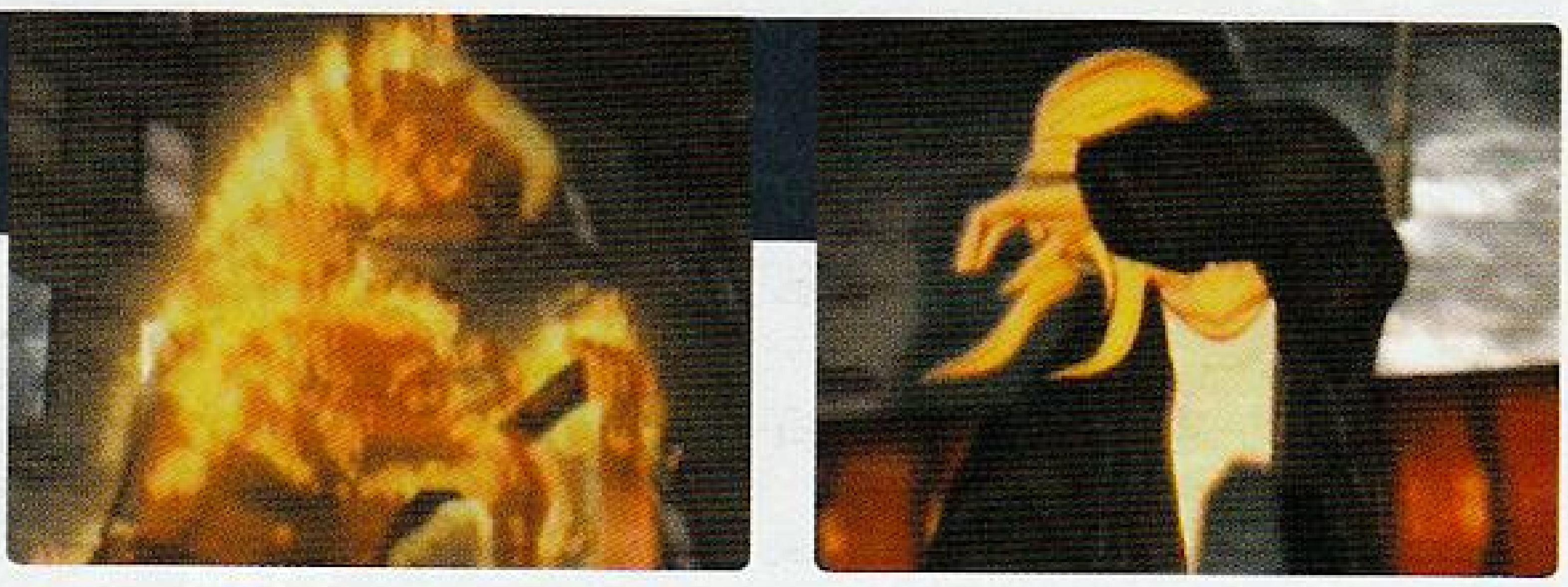


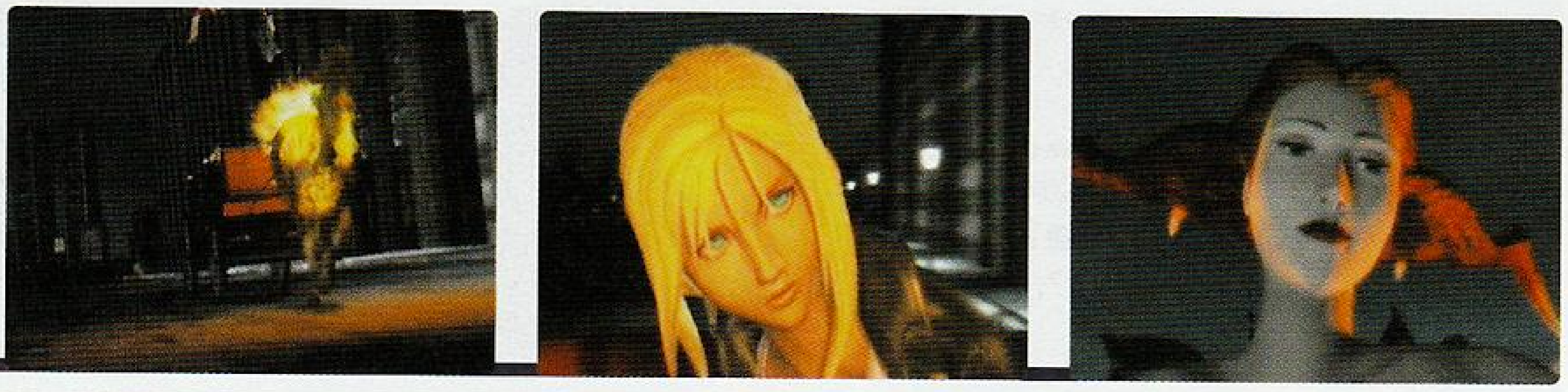
Carriagel

[Carriage 1]

8

The moment Aya accepts Eve's invitation and gets into the carriage, the horse bursts into flames and goes out of control. Eve looks down at Aya with a fearless expression.

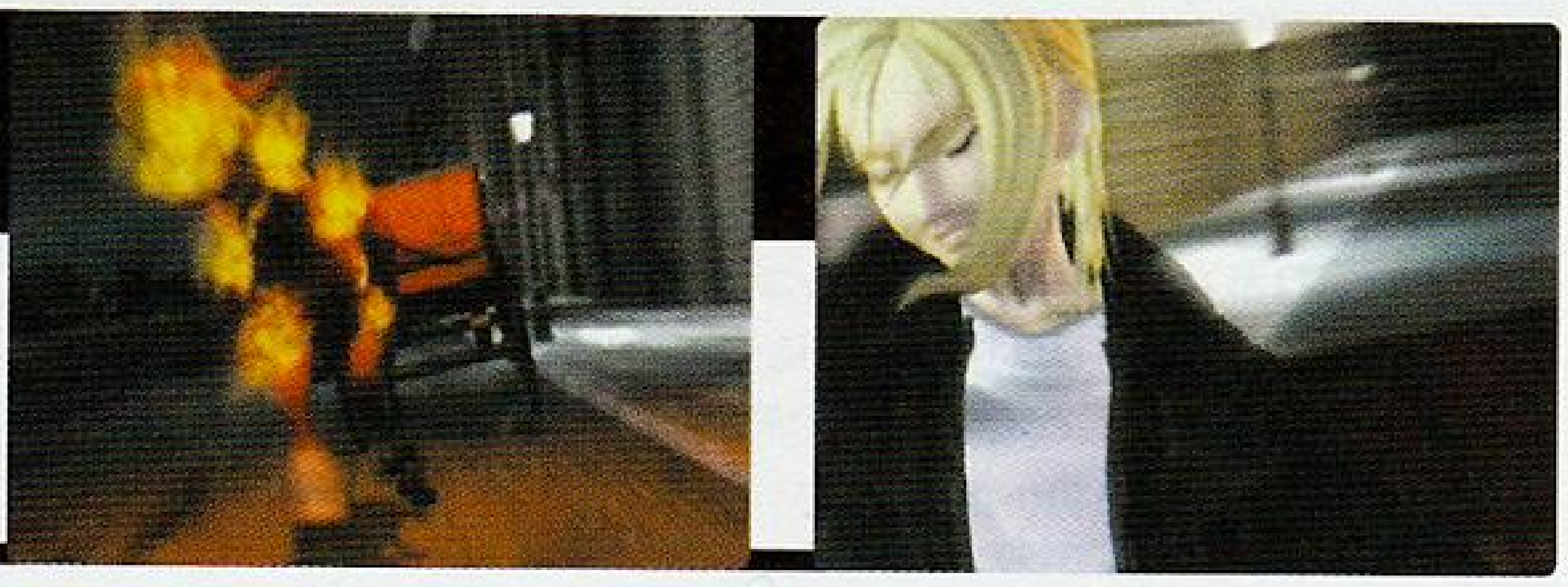




Carriage 2

9

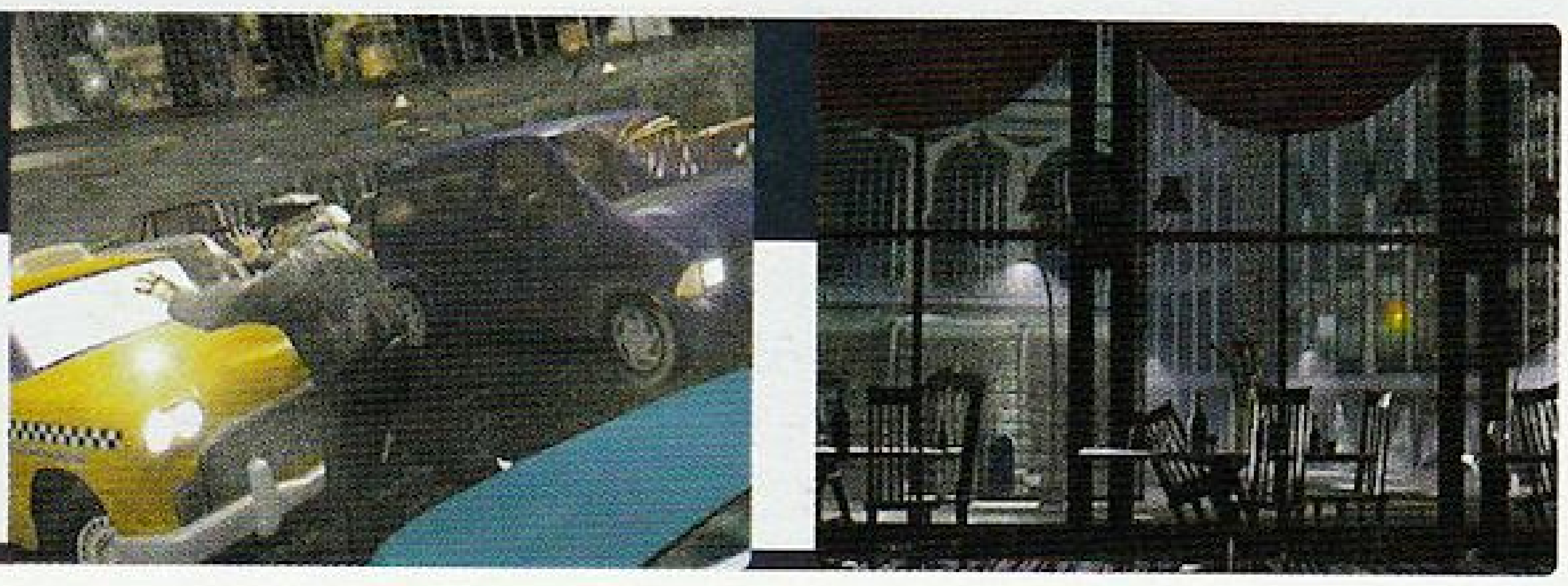
The burning horse falls over, causing the carriage to spin out and crash into a bridge. Aya loses consciousness from the shock. Eve slowly approaches...



N.Y. citizen evacuation

10

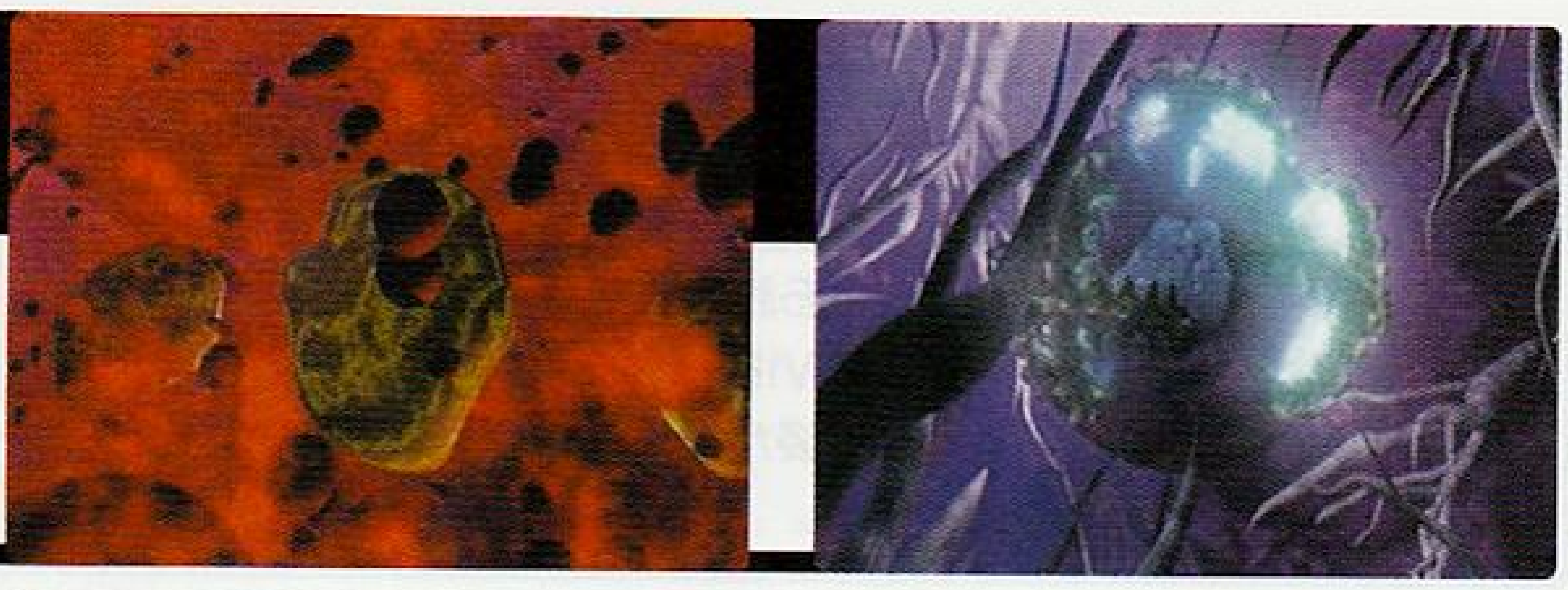
Following the incident in Central Park, an evacuation order was issued for Manhattan Island, causing citizens to scramble to flee the island, leaving one of the world's largest cities deserted.



Eve's cell VS. Maeda's cell

11

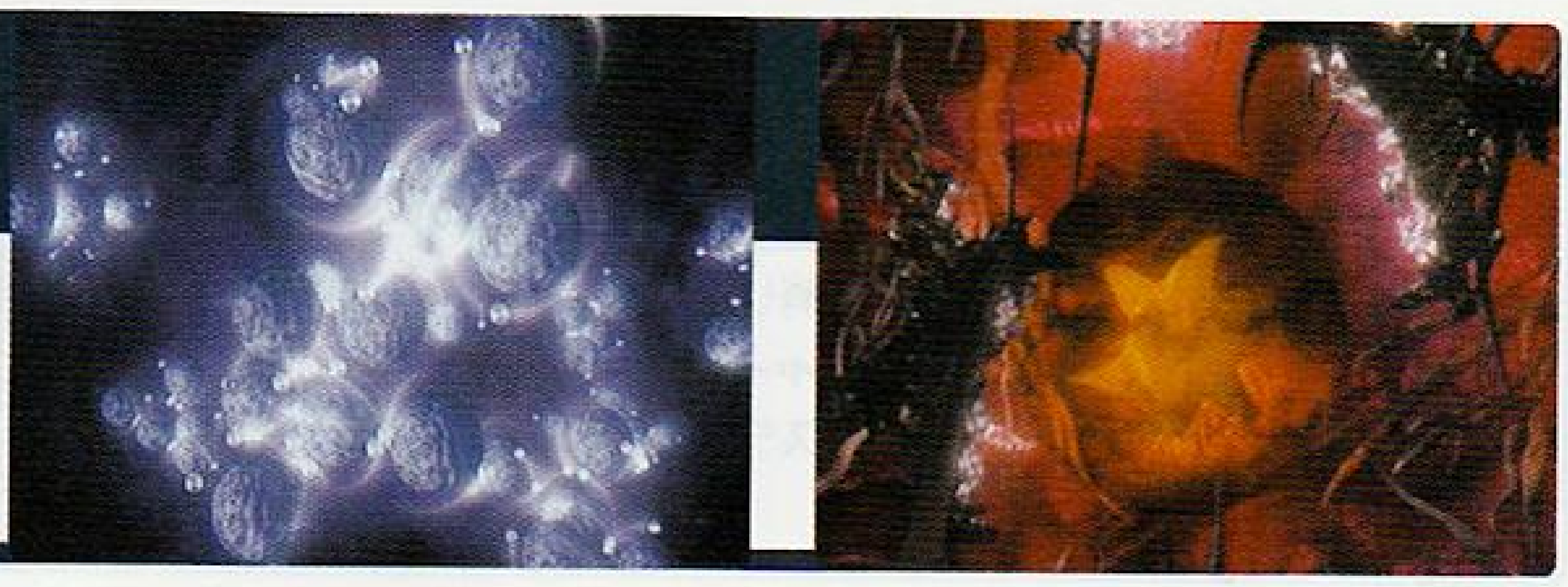
Footage of the electron microscope experiment, part 1. Eve's cellular power causes the mitochondria to take control of Maeda's cell nucleus.



Eve's cell VS. Aya's cell

12

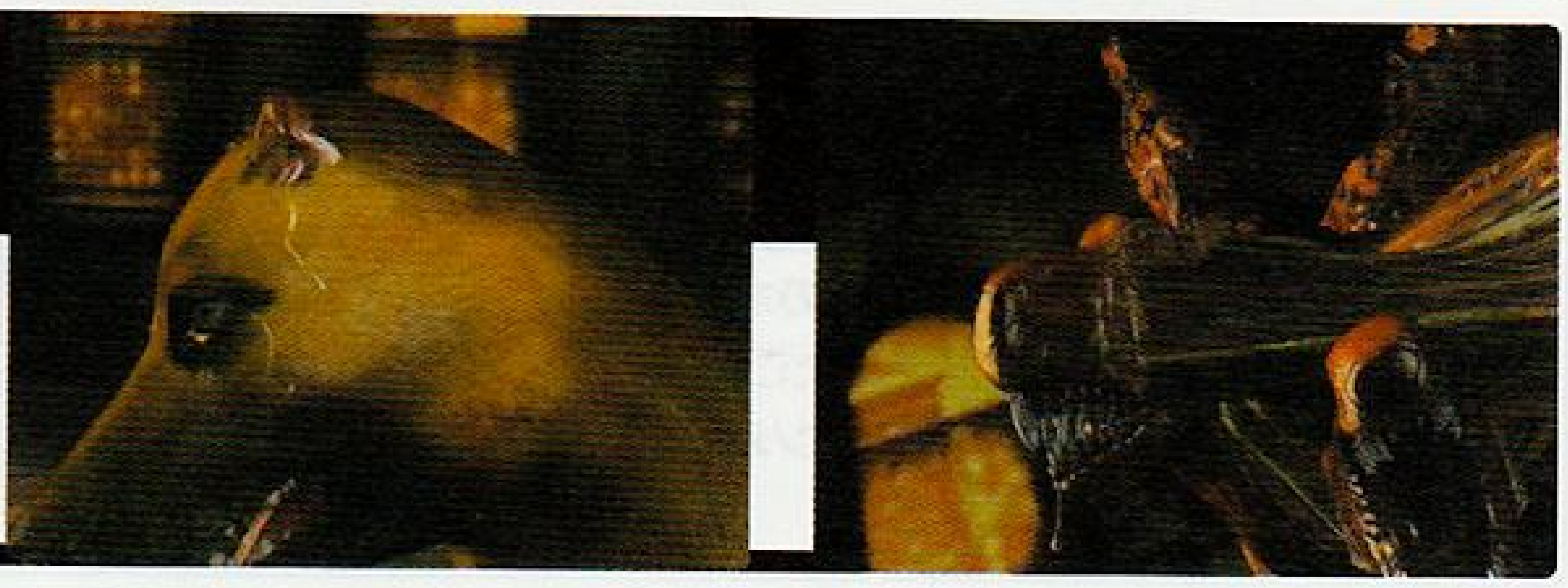
Footage of the electron microscope experiment, part 2. Aya's cell nucleus is not defeated by Eve's cells, and instead absorbs their energy.



Sheeva's transformation

13

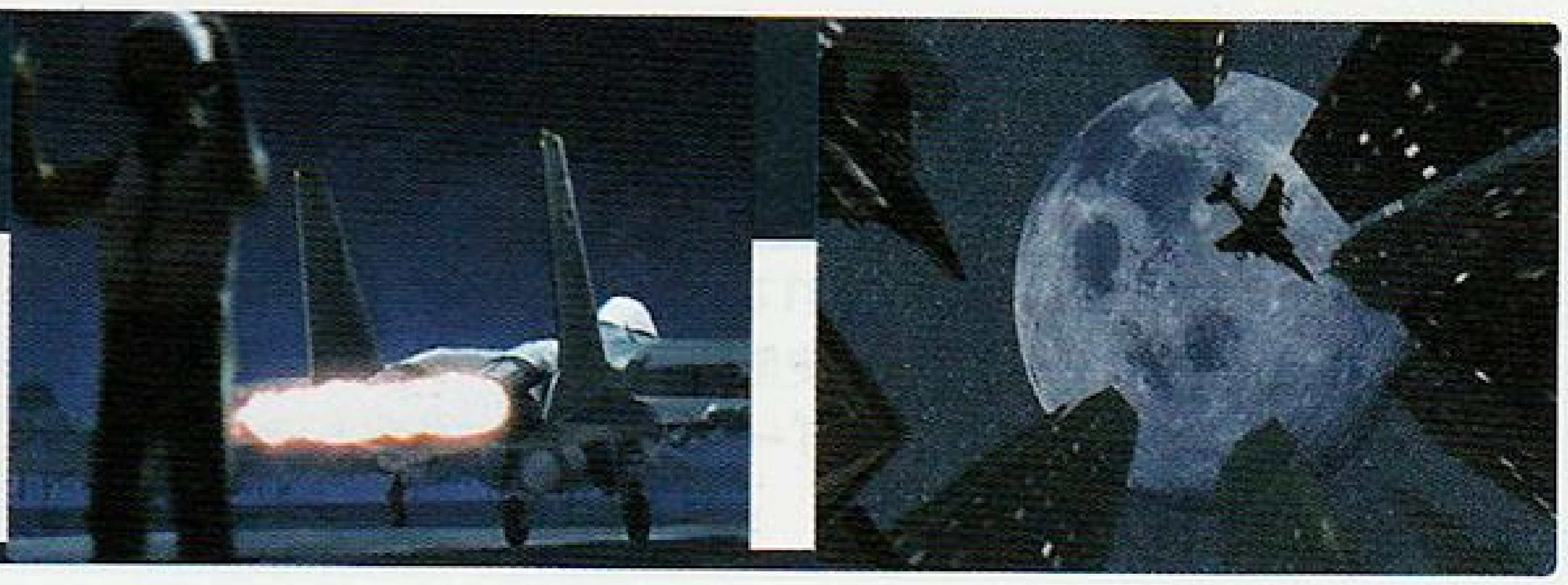
Ben's good friend, the old police dog Sheba, is transformed into an NMC by Eve's power, his head splitting into three and his ears turning into giant tentacles.



Fighter jets scramble

14

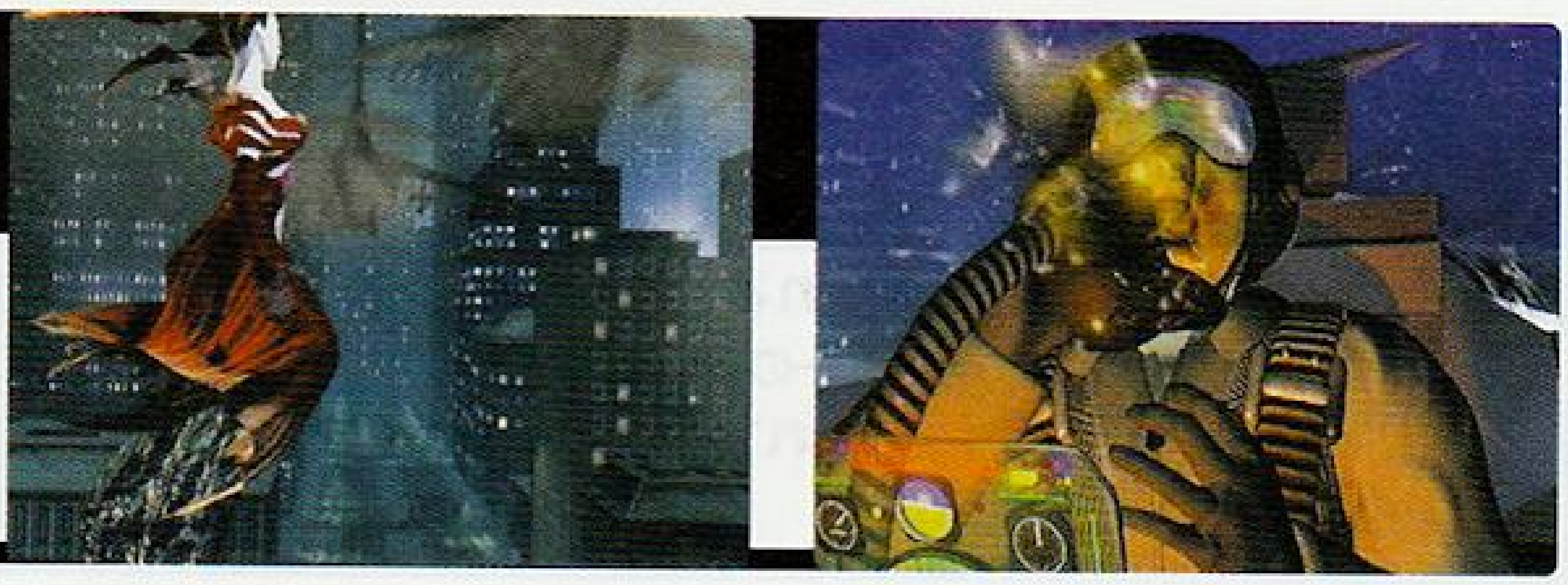
The US Navy launches a reconnaissance team, including two Harriers, from the aircraft carrier USS Nimitz to search for a spectator who went missing in Central Park.



Pilot combusts

15

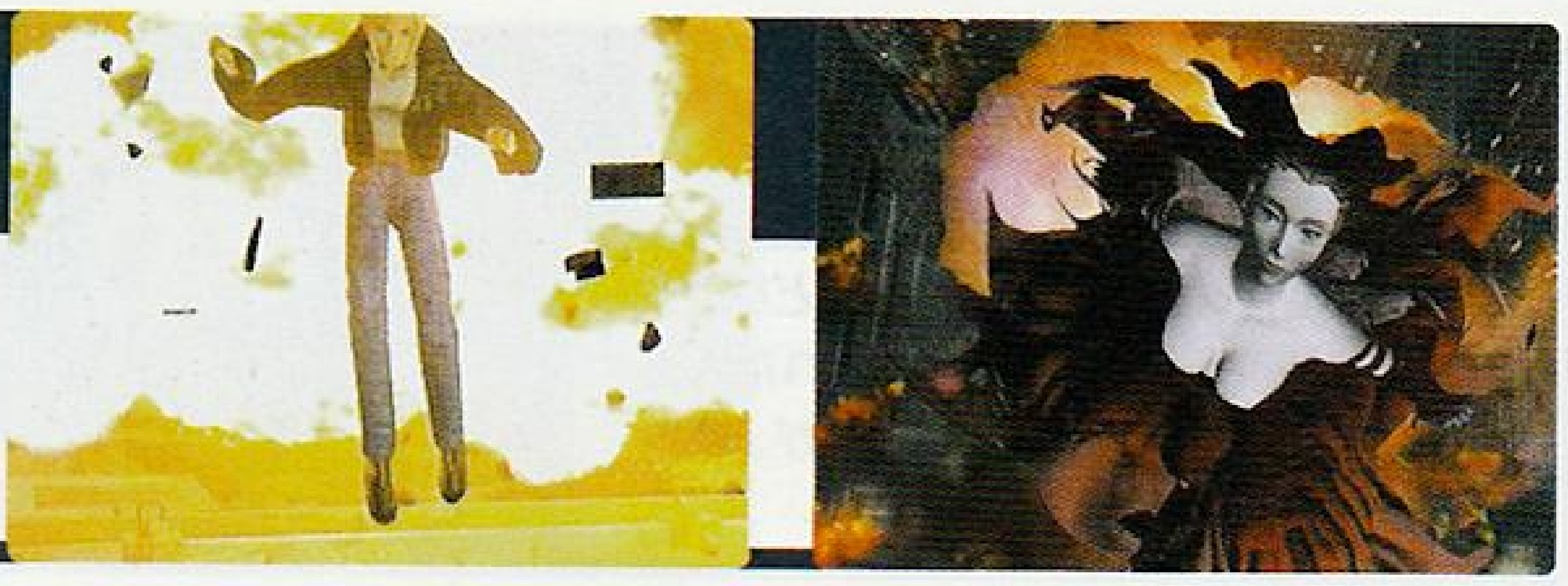
A reconnaissance team spotted Eve over St. Francis Hospital, but shortly after flying near Eve, the pilot was melted down and two Harriers collided.



Jet crash -Aya dies-
[Fighter plane crash—Aya dies]

16

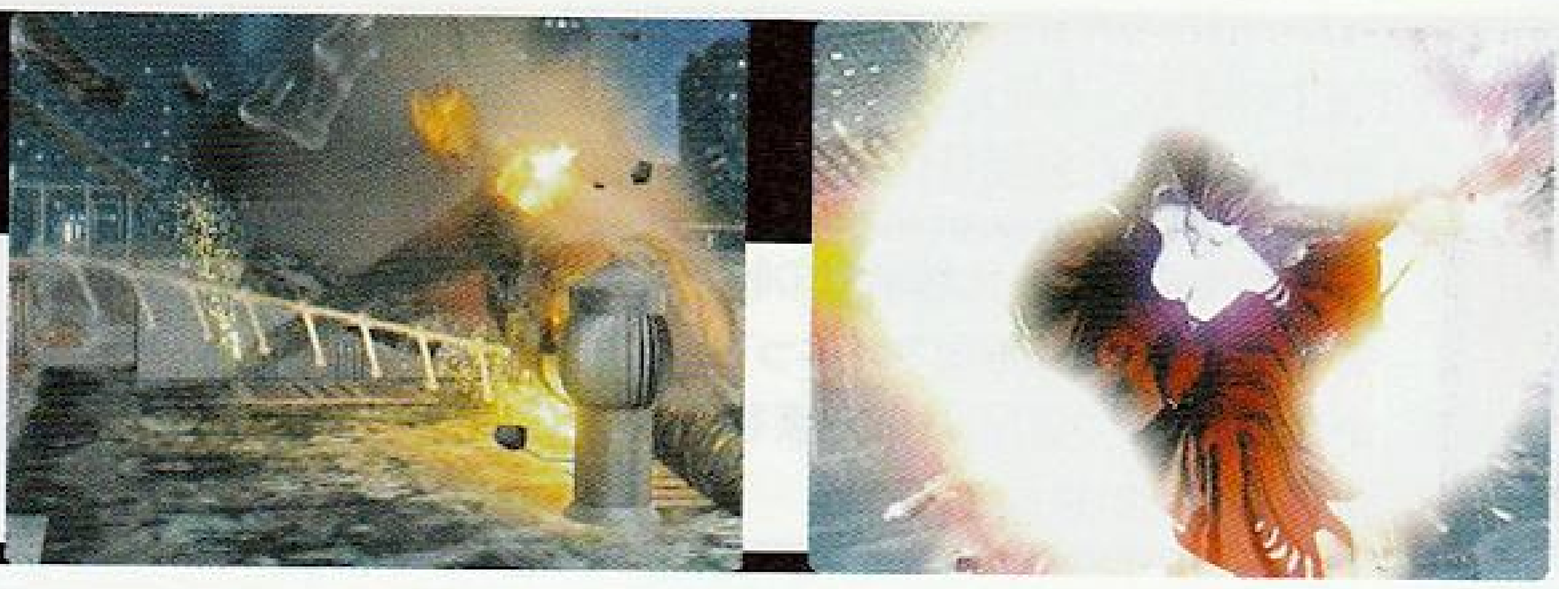
One of the reconnaissance planes crashes onto the roof of the hospital. If Aya fails to escape from the roof within the time limit, this movie will play and the game will end.



Jet crash

17

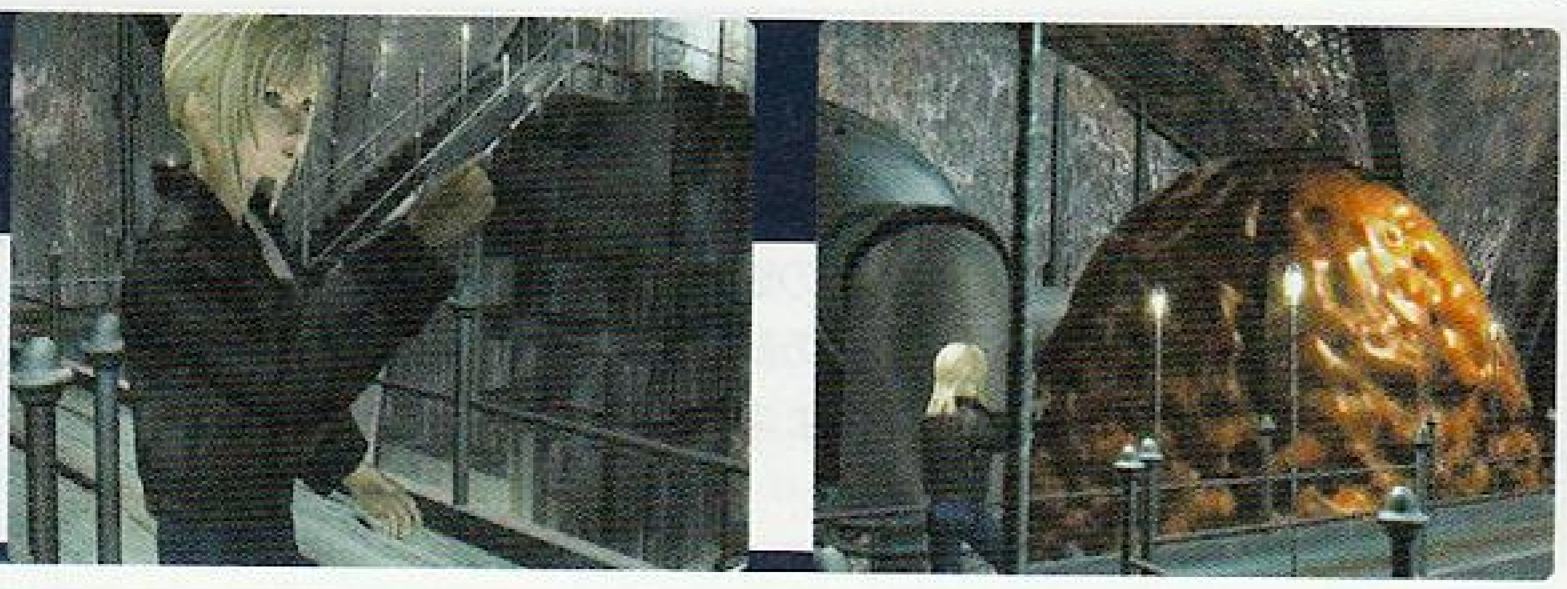
This is the scene when Aya safely escapes from the hospital roof. Aya's appearance is cut from the crash scene in MOVIE 16.



Slime in sewer

18

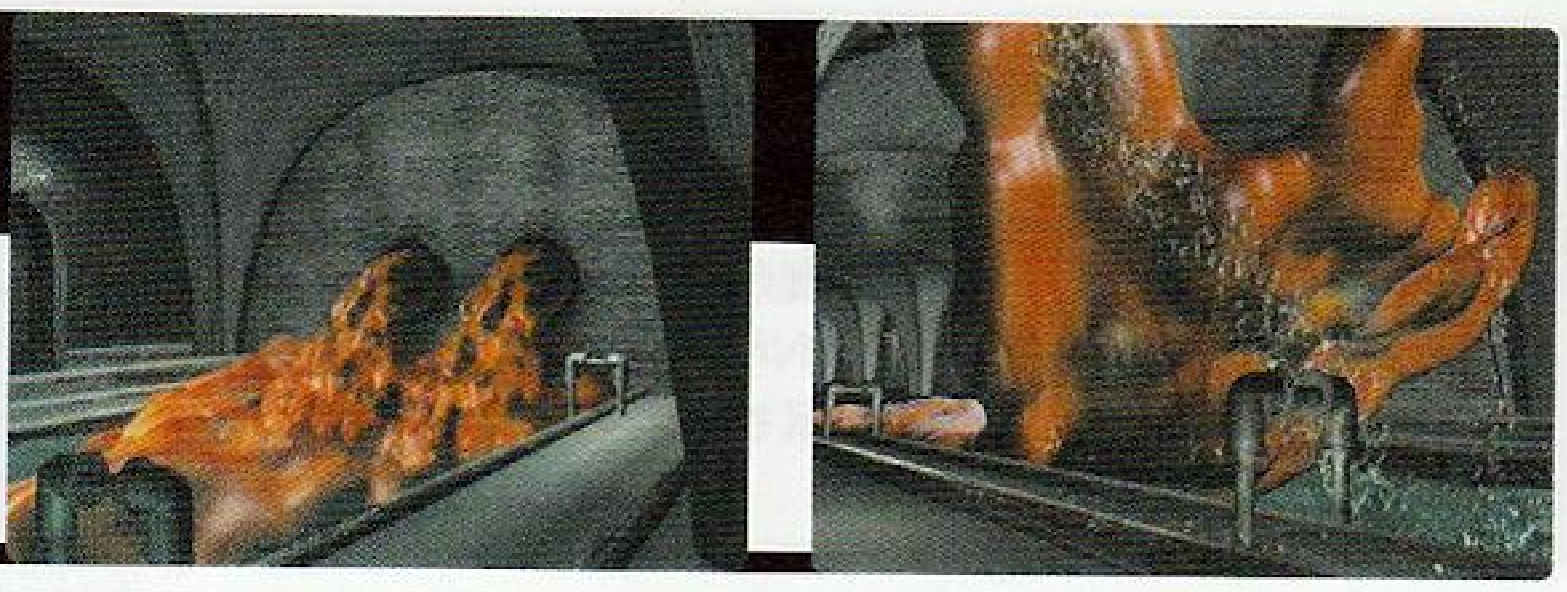
The slime-like spectators who disappeared in Central Park had moved to a pump station underground in Chinatown.



Slime escapes

19

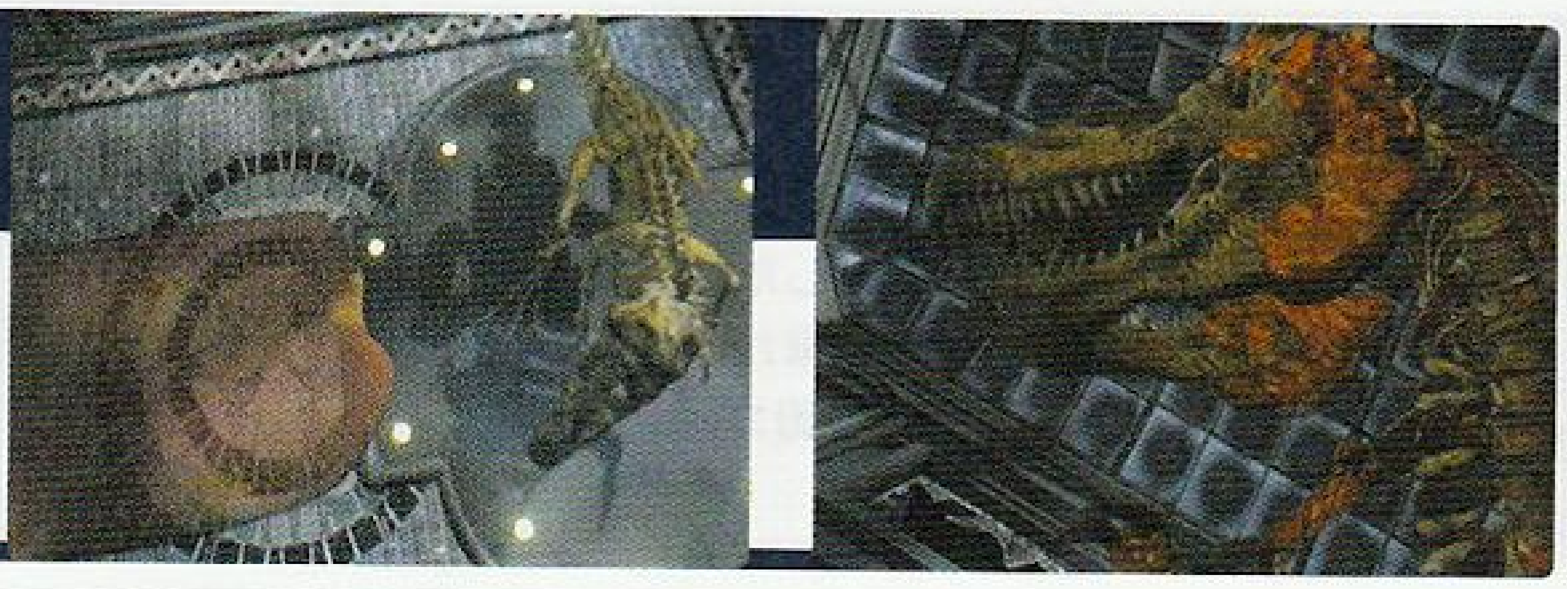
Aya operates the pump at the pumping station and releases the reservoir, causing the slime to flow underground through Manhattan along with the sewage.



T-REX comes to life
【T—REX復活】

20

Slime flowing from a pumping station adheres to a fossil on display at the American Museum of Natural History, bringing the T-Rex back to life in the present day.



Earthquake [Earthquake]

21

An earthquake occurs, powerful enough to cause the fossils on display to crumble. After this movie, the glass in some of the exhibition rooms breaks, allowing visitors to enter.

Eve's conception

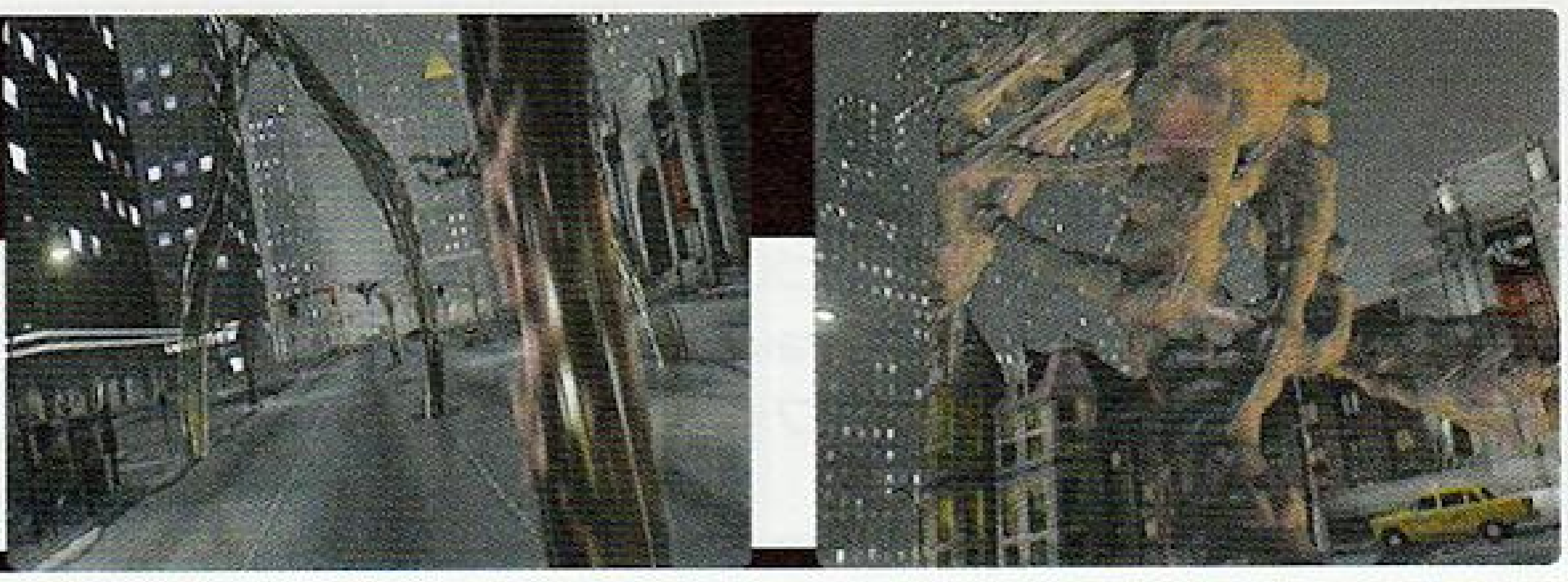
22

When Aya reaches the top floor of the museum, she finds Eve, who has been impregnated using artificial sperm obtained from the hospital, standing quietly there.

Birth of a blob monster

23

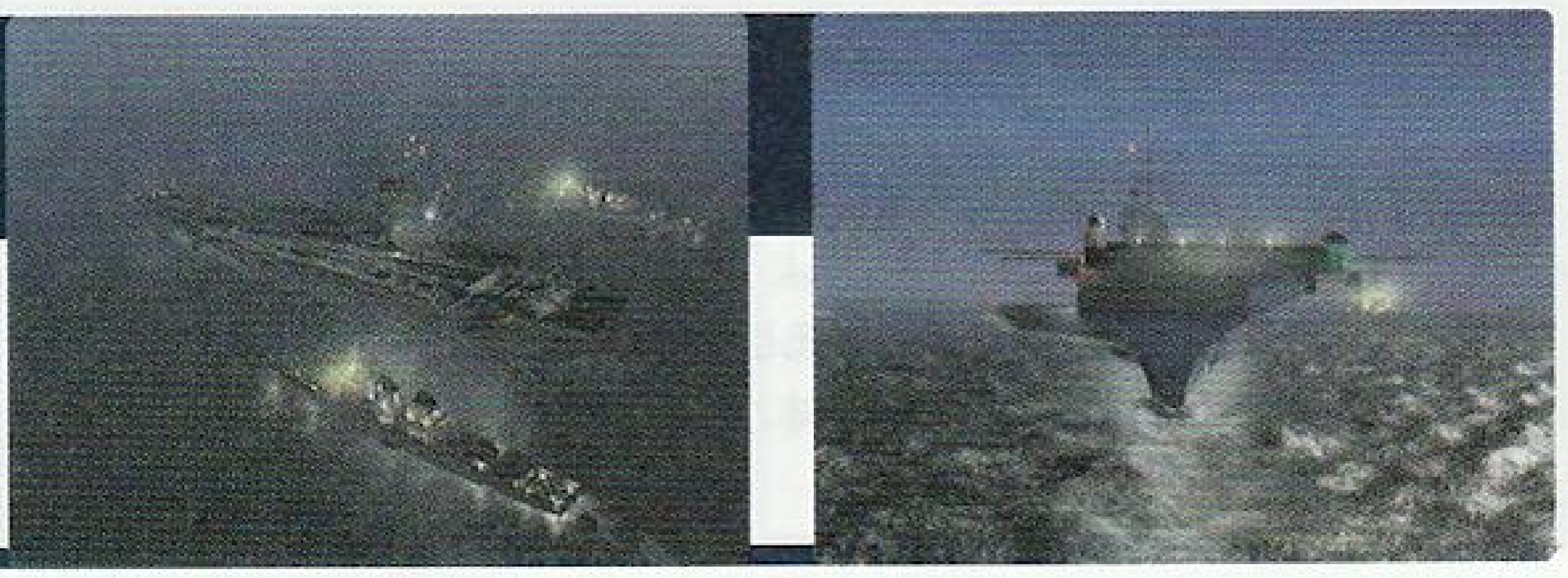
The slime that had been hiding in the sewers erupts onto the surface, forming a gigantic humanoid creature that carries Eve, pregnant with the full body, out of the museum.



Navy moves in

24

With the birth of the giant creature, the president finally issues the order to attack, and the US Navy fleet, including the aircraft carrier Nimitz, begins moving toward Manhattan Island.

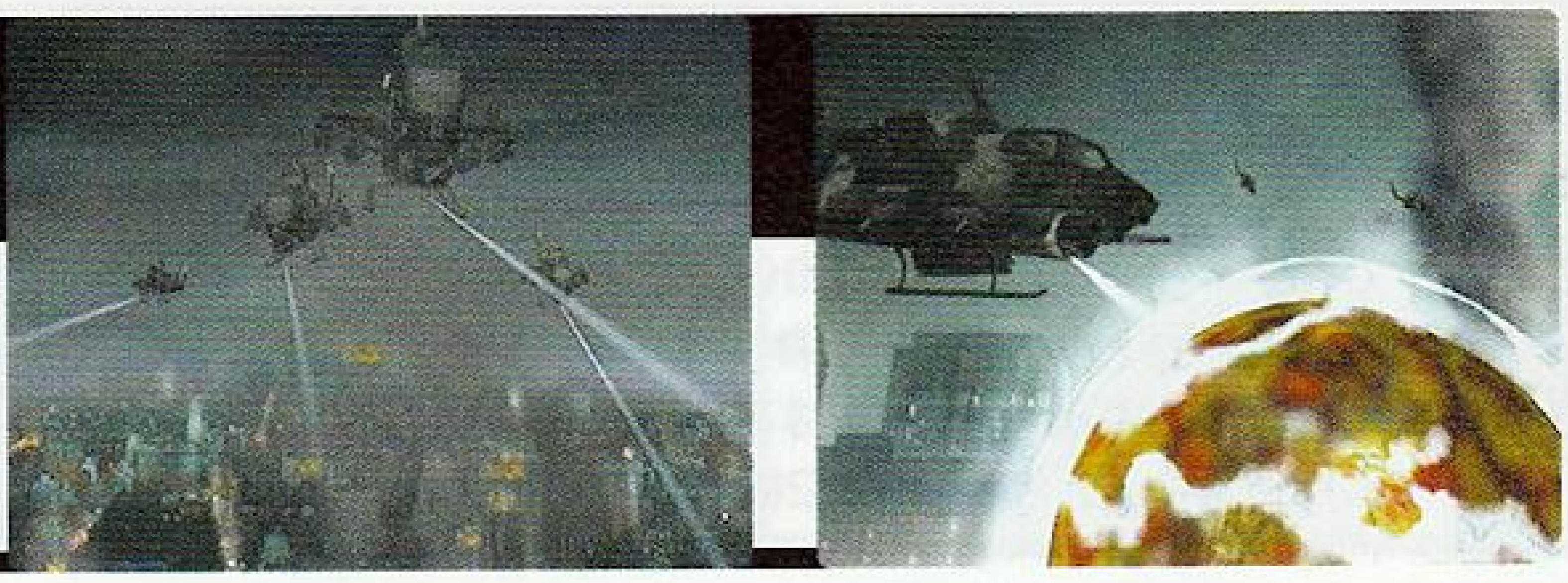


Navy VS. Blob Monster 1

[Navy vs. Giant Creature 1]

25

Surrounded by a squadron of attack helicopters, the giant creature transforms into a dome to protect Eve. Inside the dome, the complete creature appears, moving mysteriously in the womb.

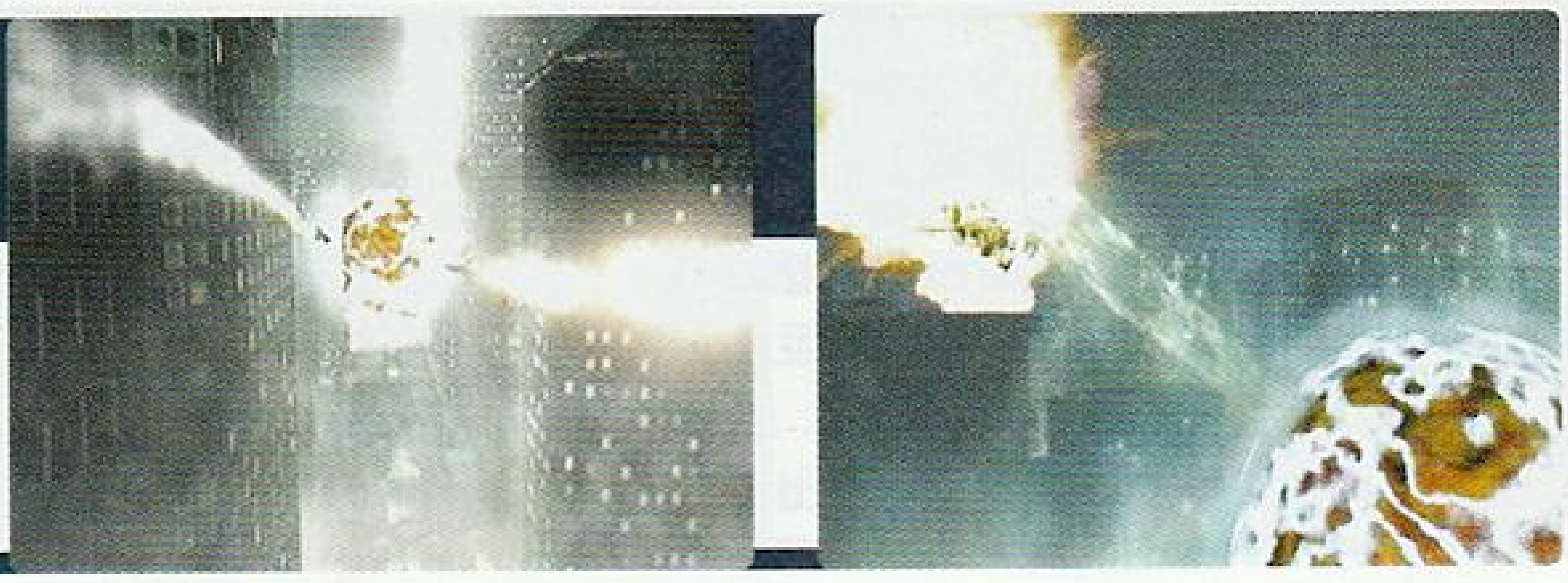


Navy VS. blob monster2

[Navy vs. Giant Creature 2]

26

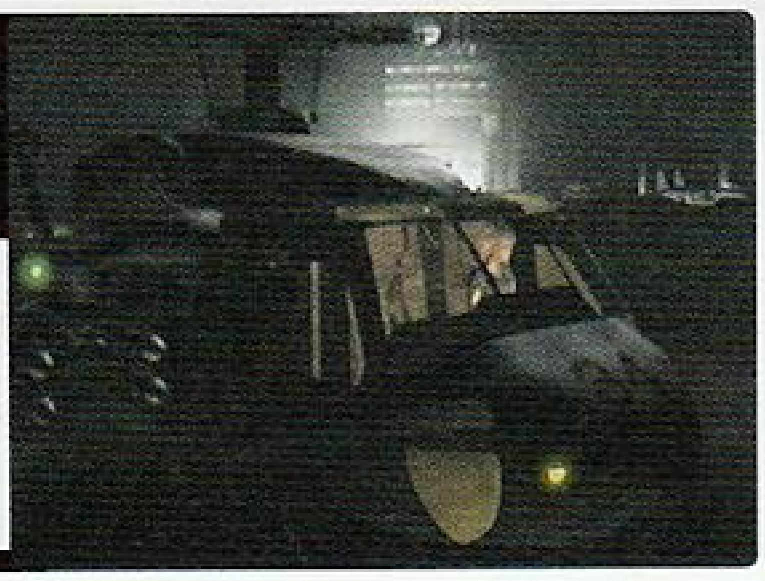
The giant creature emits a mysterious ray of light that shoots down all the helicopters and fighter jets.The giant creature then resumes its movement towards the Statue of Liberty.



Helicopter standby

27

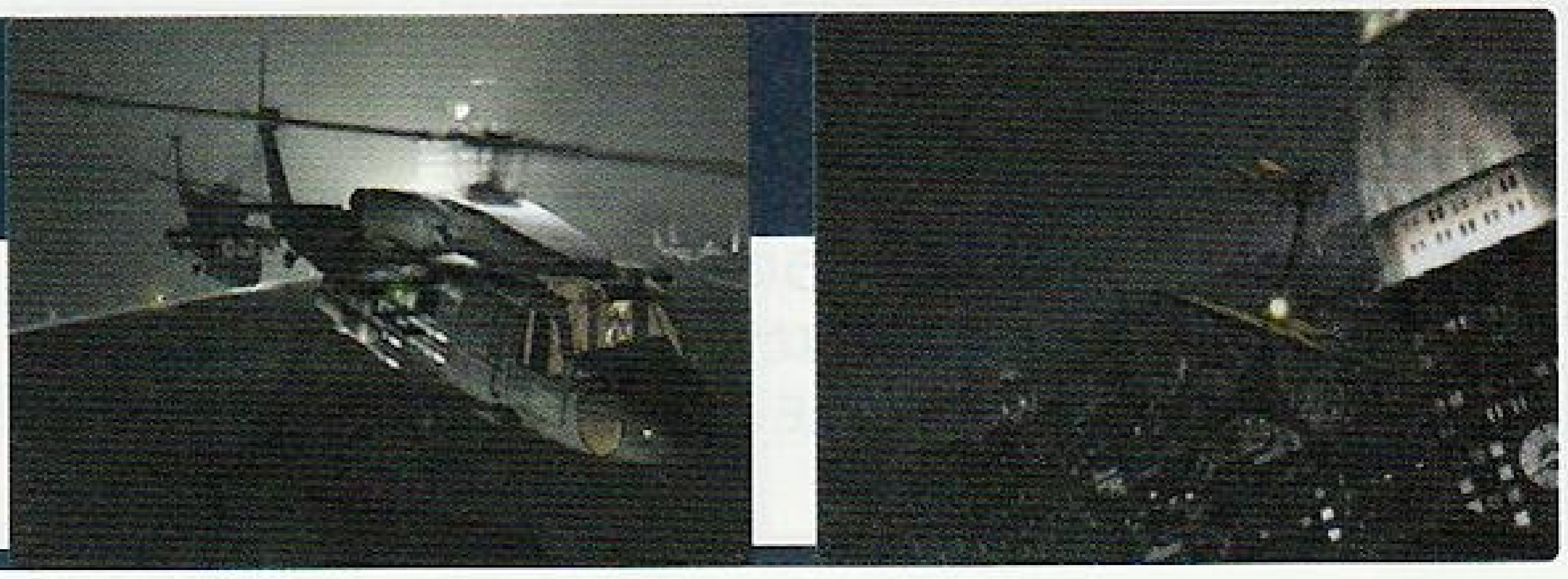
Aya boards a combat helicopter equipped with timed ammunition. The black aircraft is a Black Hawk, a general-purpose twin-engine helicopter used by the US-Navy.



Helicopters take off

28

A five-plane combat helicopter unit entered Manhattan from the Hudson River, passing by the Chrysler Building and other landmarks, heading toward the Statue of Liberty.



Change formations

29

As they approached the Brooklyn Bridge, the attack helicopter unit changed formation into a vertical column with Aya's helicopter at the rear.

Approaching a blob monster.

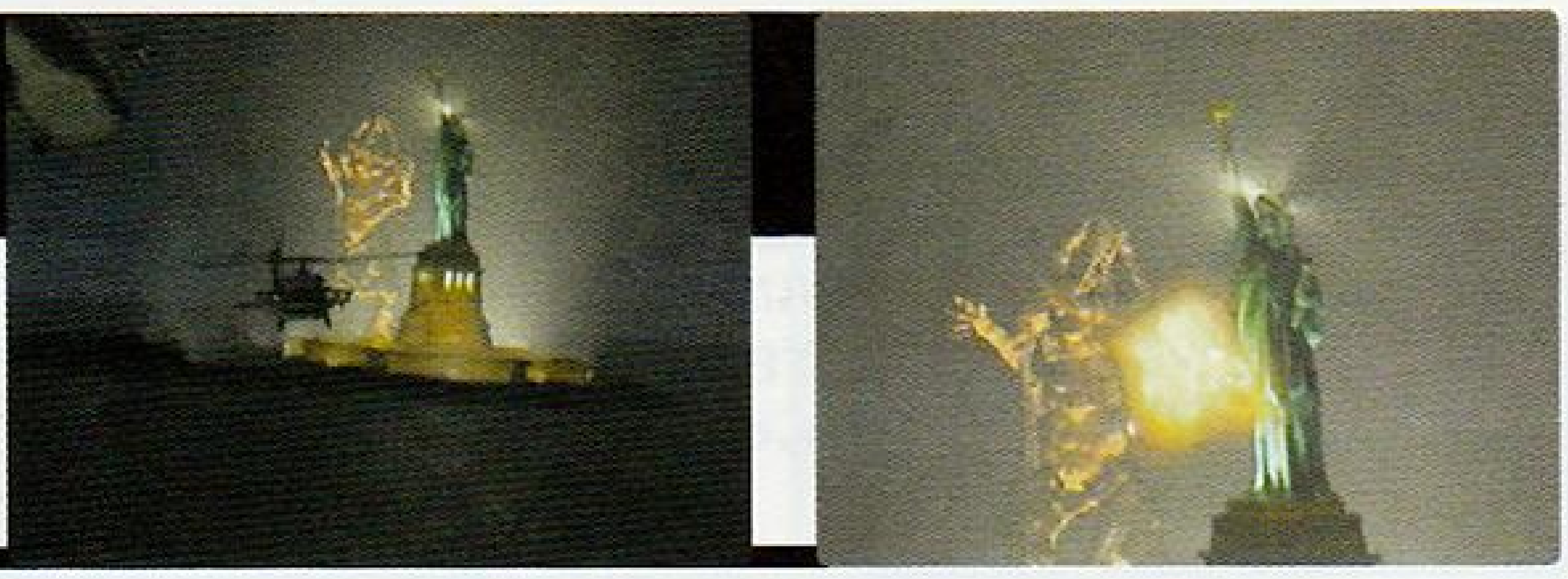
30

The combat helicopters make a wide turn from the southwest and fly under the Brooklyn Bridge, but are shot down one by one, starting with the aircraft closest to them.

Third helicopter crashed.

31

The remaining three of the five planes in the formation approach the giant creature towering over the Statue of Liberty, but the leader is shot down. Only two planes remain.



All shield helicopters down.

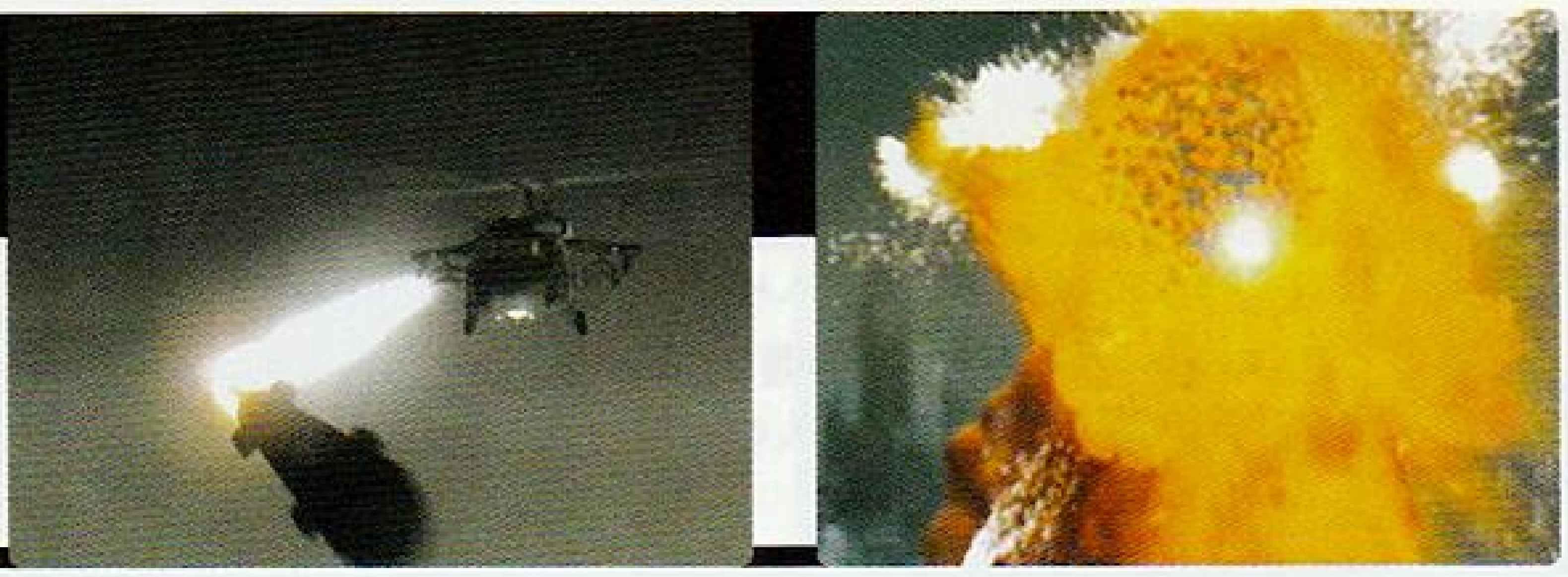
32

Finally, the last escort plane is shot down, and the giant creature's hand attacks the combat helicopter Aya is riding in. However, she rises and breaks through the hand, escaping the predicament.

End of the blob monster

33

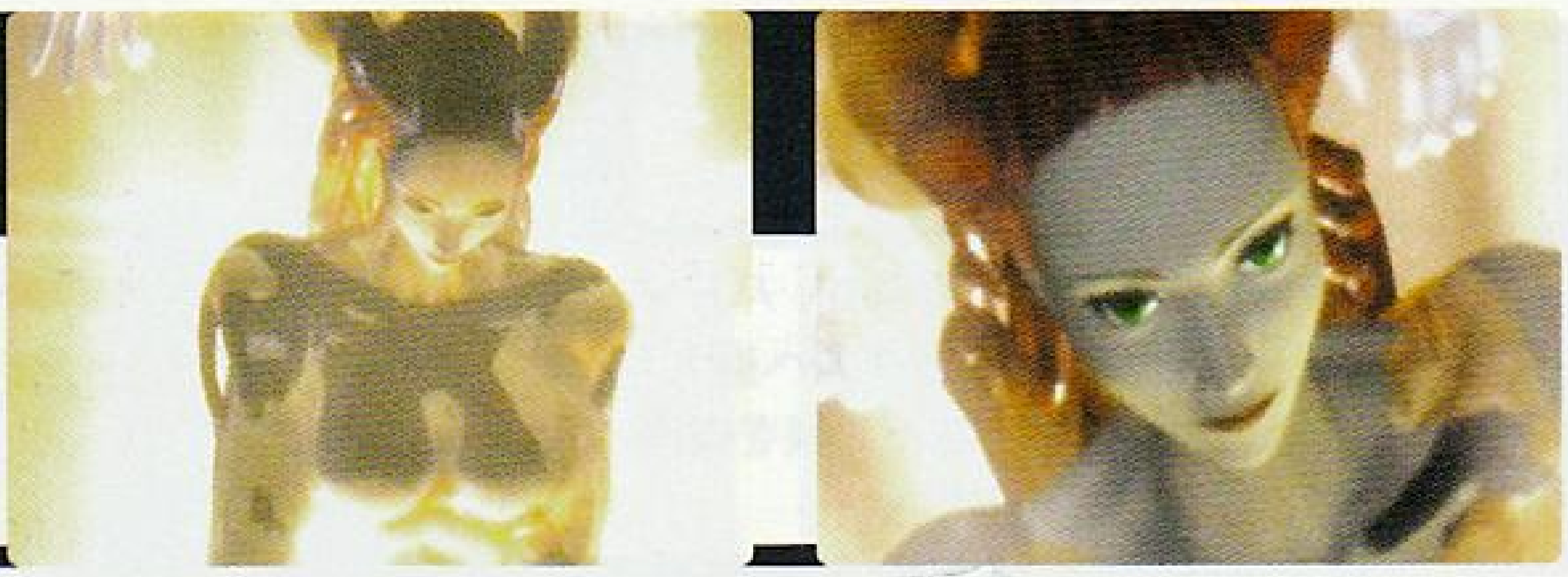
Aya carefully takes aim and fires a timed bullet. The giant creature's head is blown off, and it falls to the ground along with the Statue of Liberty.



Eve4 appears

34

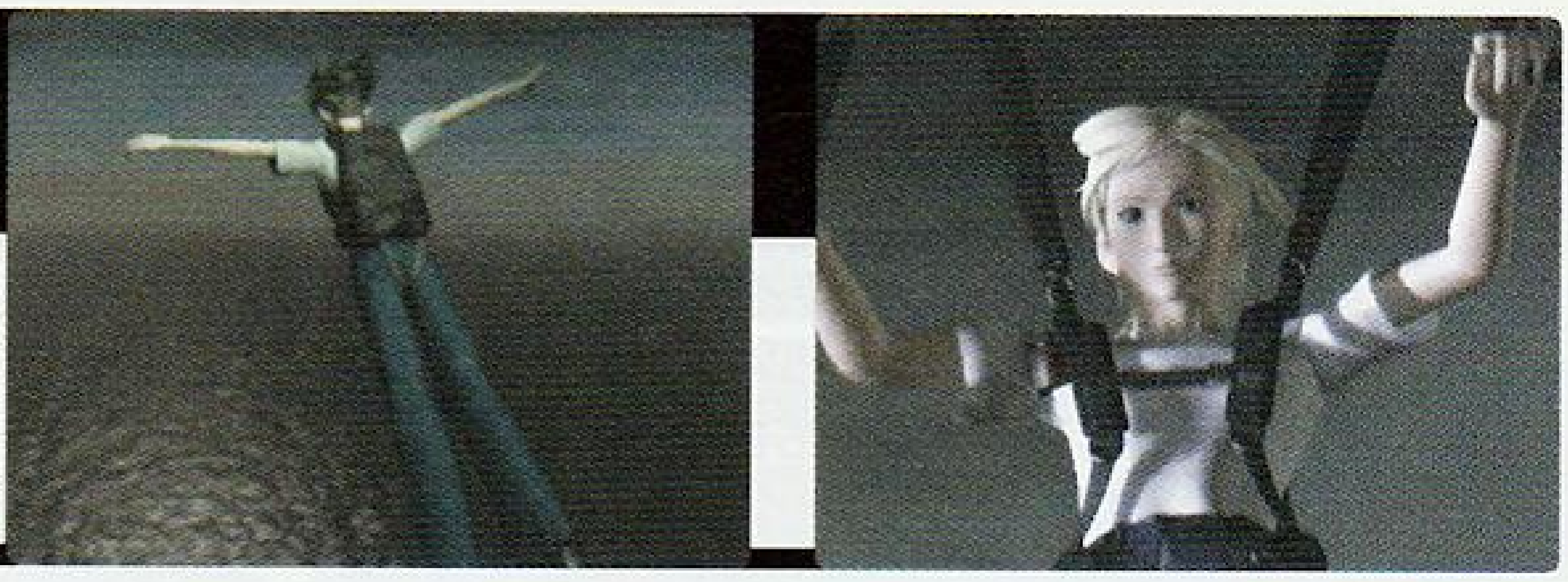
The remains of a gigantic creature spread across Liberty Island. From among them, Eve, who has evolved into her fourth form, appears with a smile on her face.



Parachute down

35

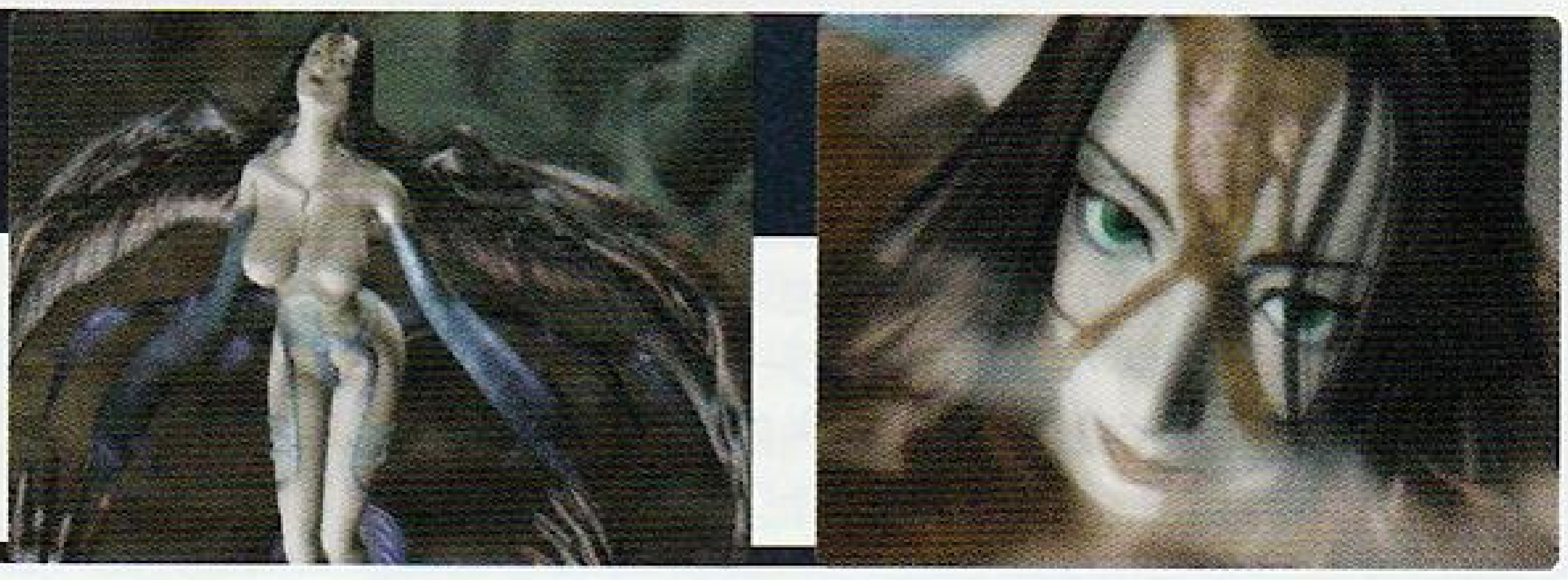
In order to settle things once and for all with Eve herself, Aya parachutes down to Liberty Island alone, ignoring Daniel and the others' pleas to stop her.



Eve's last breath

36

After her wings are broken, Eve collapses into the slime as if her threads have been cut, and begins to dissolve. What does the smile she has just before she dies mean...?



Above the Statue of Liberty

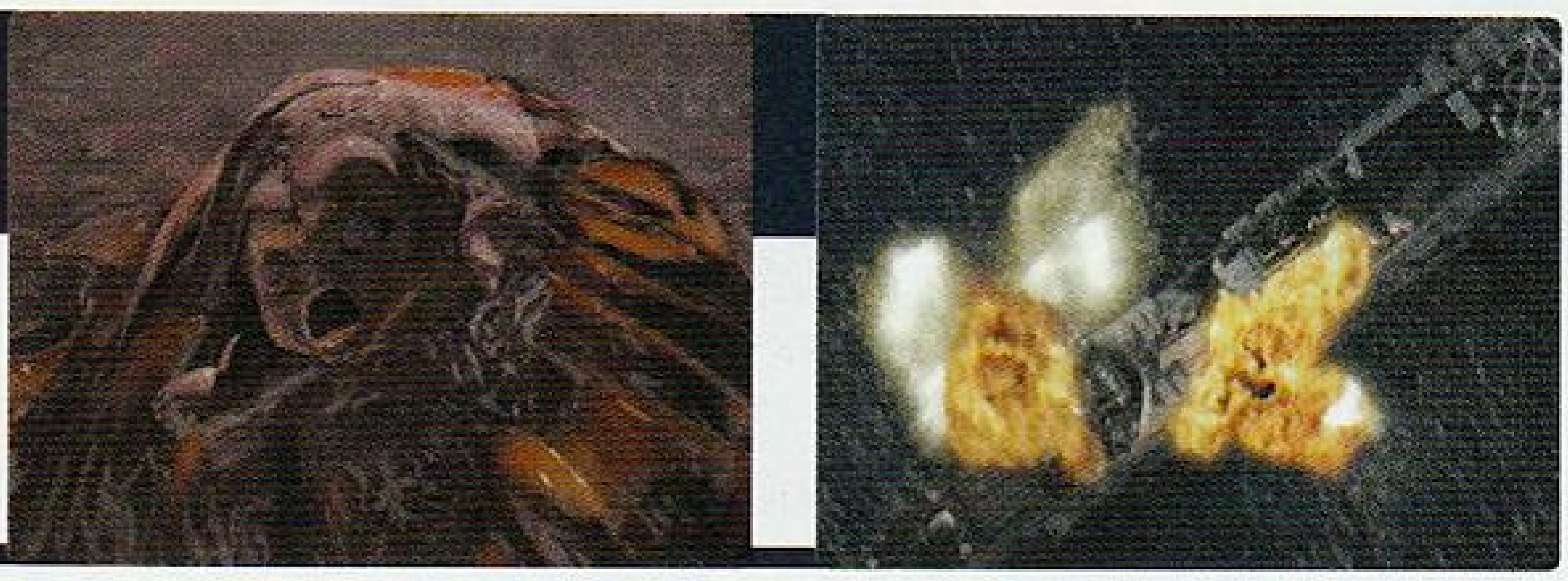
37

After confirming that the battle between Aya and Eve is over, the US Navy begins to gather near Liberty Island, which is now completely covered in slime.

Birth of Ultimate Being

38

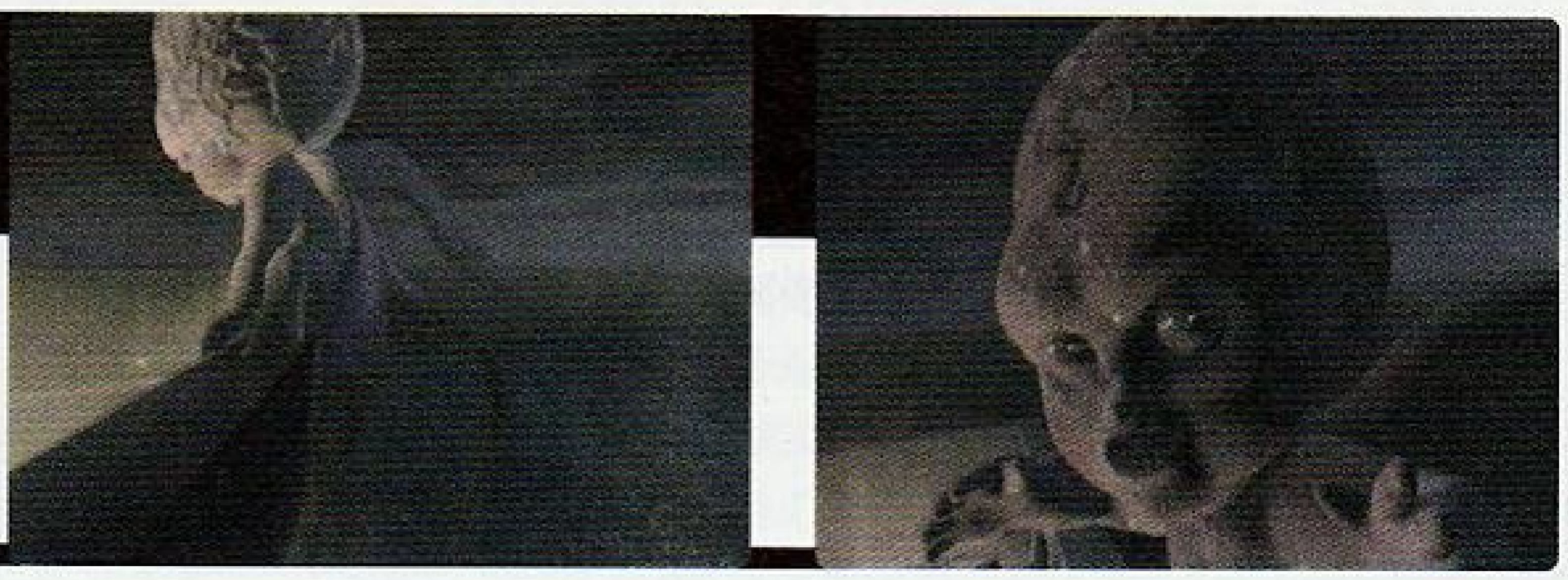
The slime begins to move ominously, and then a complete entity is born from within, and at the same time, US Navy ships begin to explode one after another.



Ultimate Being on a Cruiser

39

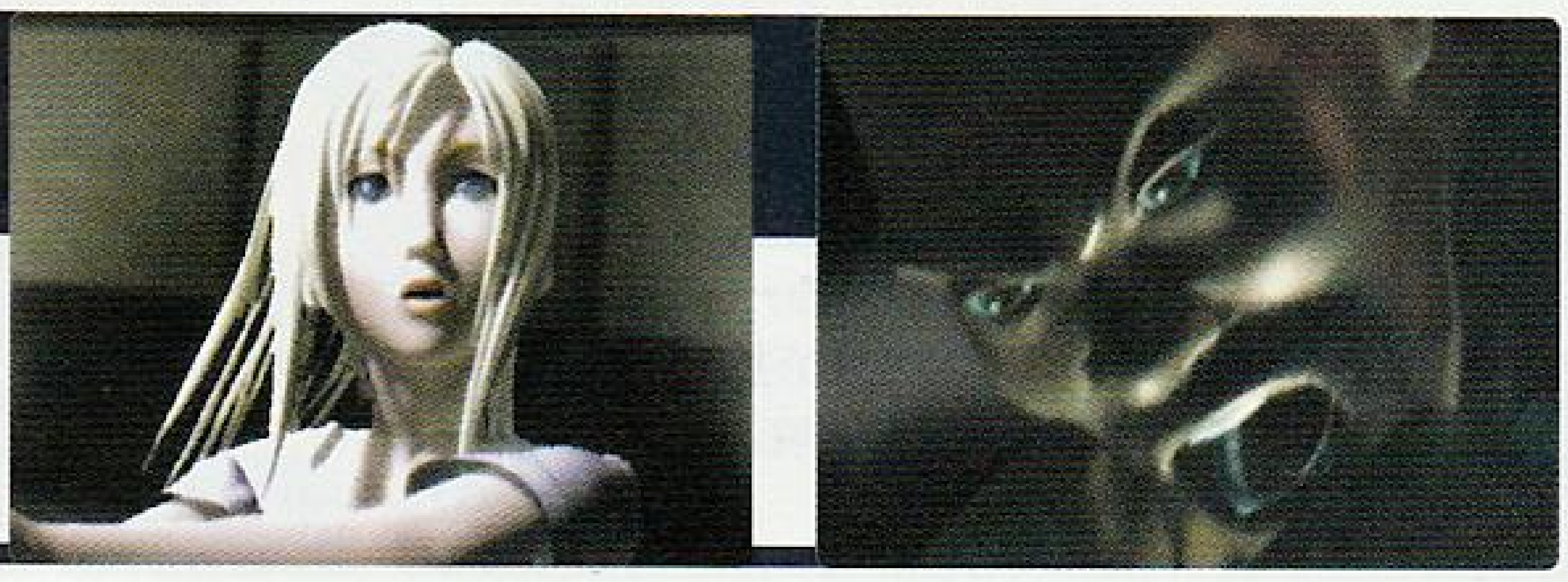
As if guided by something, the complete being boards the cruiser where Aya is. Its movements are no different from those of a human baby.



Daniel's descent

40

Normal attacks have no effect on the perfect fourth form, and Aya's expression becomes tense. At that moment, Daniel jumps out of the helicopter...



End of Ultimate Being

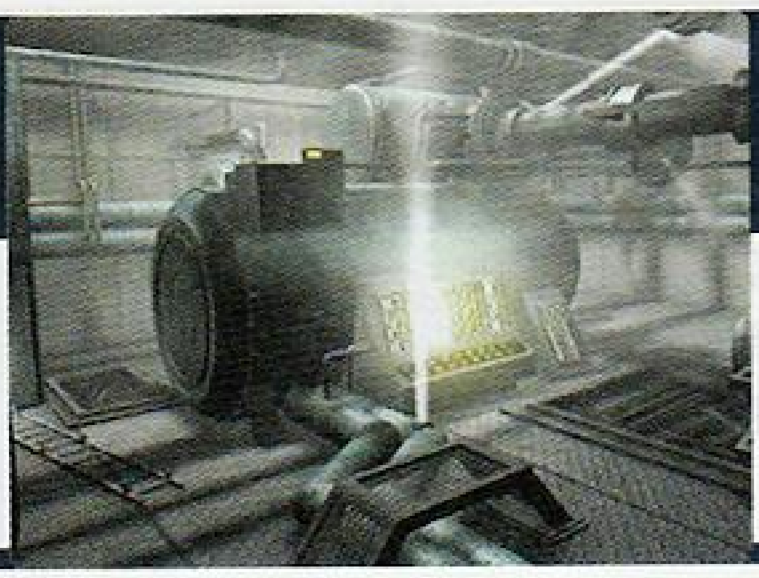
41

Having received fatal damage, the perfect fourth form writhes in agony, eventually tearing off its giant fin and collapsing.

Ship Explosion

42

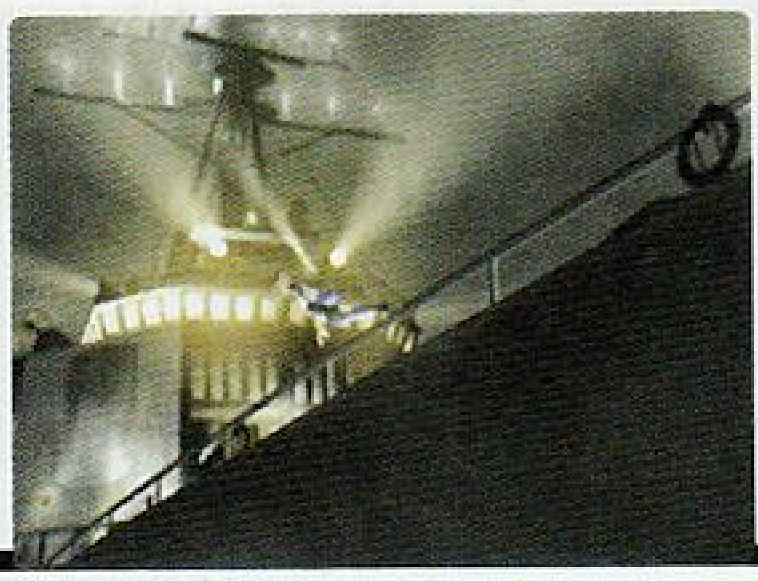
The cruiser explodes due to overheating of the boiler. This is the movie that plays if you are unable to escape within the time limit after increasing the boiler output during an escape event.



Escape

43

This is the scene where Aya escapes from the cruiser after evading the full version's pursuit within the time limit. This is MOVIE 42 with an additional scene of Aya escaping from the cruiser.



Dawn

44

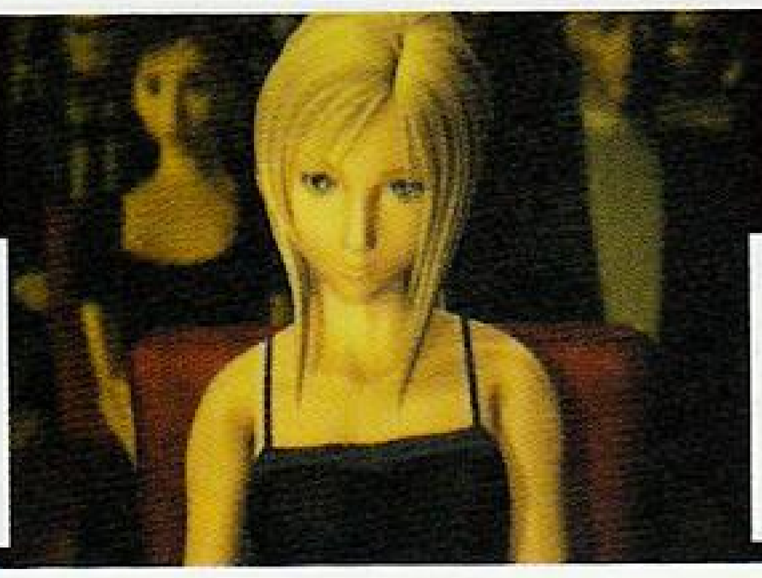
Aya gazes out at the sea at dawn with Maeda and Daniel. However, her expression seems to be tinged with sadness. What is going through her mind?

Ending

【ending】

45

The same opera is performed at Carnegie Hall on Christmas Eve, and the whole incident should be solved...



SPECIAL COLUMN

Interview with the CG Movie Supervisor

Interviewed by: Caleb Weisberg

Caleb Weissberg

PROFILE

A professional CG effects producer who has worked on commercials for well-known companies such as Mobil Oil, Nabisco, and Lipton, he played the role of leader of the character team "Cloud" in this film.

What are your memories of developing "Parasite Eve"?

"The concept was fulfilling. I'm very happy that people all over the world will be able to play it. However, I wish there had been more coordination between the American and Japanese animators and planners. We should have worked out the plan more from the beginning. Also, I would have liked to have had some orientation from the beginning about what a Japanese anime-style CG movie and RPG is. There were some clashes with the Japanese staff when we were brainstorming ideas for the project, so it's an unavoidable process, but it's unfortunate."

What are your thoughts on working with Japanese staff?

"I had the opportunity to learn a lot of different things and it was a lot of fun. Working directly with Japanese staff was also beneficial for me."

How long does it take to make a CG movie?

"For a normal shot, it takes four or five people a month, but that's only if everything is calculated in advance. With FMV (full motion video), there are multiple shots, some of which are the same, so that part doesn't take long."

How different is the CG process for movies and games?

"I used to work on TV commercials, and the process is more similar to creating FMV than making a movie. If I had to point out one big difference between movies and games, it would be that games are always in development. With movies, everything is decided before production begins, but with games, a lot of things change along the way, so creating FMV was difficult."

The device that plays CG movies is the PlayStation.

What is the impact of something?

"I was blown away by the high playback performance of the PlayStation. However, while the FMV created in high resolution looked very clear even on the PlayStation, the ones created in low resolution (low polygons used in normal game screens) didn't seem to be quite as good. This is just my opinion, and it seems that other people's opinions differ. The biggest problem here is the quality of the image when data compression is applied. In addition, it can also be affected by the production stage. However, these issues will likely be resolved when the next generation of consoles is released."

What is your favorite scene?

"One of the shots where we had a stunt girl do the motion is a scene where a giant creature walks through the city, and I really like this shot. We halved the motion capture speed so that you could feel the weight of the monster."

What ideas didn't come to fruition?

"First of all, there is a scene in the first sequence where Aya and her boyfriend appear, and I wanted to develop Aya's character more there. I had prepared a storyboard for that purpose, but the director, Tokita, wanted to finish Aya with a mysterious feeling, so in the end, I didn't use the character.

I became a tsu."

What is your impression?

"The moment I saw everyone's happy faces at Tokyo Game Show, all the hard work I'd worked up until then just disappeared. The joy I felt when I saw everyone playing my game is indescribable."

What kind of reception do you expect Parasite Eve will get when it is released in the US?

"Americans will love the FMV. I think it's irresistible for RPG enthusiasts. The other day, I was wearing a Square jacket and shopping at the supermarket with my wife when someone wanted to know more about "Parasite Eve" and asked me a lot of questions. It doesn't feel like an intuitive game like "Doom," but it's still quite fun."

I think you'll enjoy it."

If we were to make "Parasite Eve 2," what would you do?

Would you like to try something like that?

"Is there a PE2? If there is, I'd love to participate! If it's developed for the next generation of consoles, I think it will be even more amazing by incorporating new technology."

A message to Japanese game fans.

"Games are constantly evolving, which is difficult but also exciting. I'd love to hear your thoughts on the FMV and gameplay of 'Parasite Eve.'

Finally, to everyone who played "Parasite Eve", thank you!!"

parasite eve creator interview ③

TAKASHI TOKITA

Sena-san said, "Do whatever you like." I was given permission to do so.

At first, it was supposed to be a sequel to the original story set in Japan.

---Please tell us how you came to team up with Square USA to produce a game based on the original novel "Parasite Eve."

Tokita: When Japanese and American people, people who have made games and people who have made movies, try to create a game together, I was worried that there would be a lot of confusion if we started from scratch. That's when Sakaguchi showed me the original novel and asked me if I wanted to use it. When I read it, I thought the concept was really interesting, so we decided to use it as a base to build the game. After that, I met with the original author, Sena-san, and after talking to him about various things, he gave me permission to do whatever I wanted, so we started development.

---From that point on, were you thinking of setting the story in New York?

Tokita: Actually, the plan went through a lot of twists and turns. At first, it was set in Japan and was a sequel to the original story. So we went to research places like cemeteries at night and が university hospitals, and when we turned them into CG, there was something really strange about them. Like graveyards with stupas with strange Japanese inscriptions (laughs). Setting the story in America would eliminate that sense of incongruity, and we could move away from the original work a little, making it possible to take a more cinematic approach. We thought that this would ultimately allow us to further demonstrate their abilities, so we changed the setting to New York. That was in early 1997.

--What exactly was the sequel to the original about?

Tokita's original parallel world story

So, I planned to make it so that even people who hadn't read the original could enjoy it. The protagonist is a research student in a similar position to Asakura, who appears in the original, and he investigates various mysteries. It had a stronger adventure element than the current version. It follows the original storyline while featuring characters who survived from the original, and new incidents occur. It starts with the discovery that the problematic cells remain, and then an even more powerful Eve appears. However, visually it was inevitably depressing, or it would have ended up being like a Japanese ghost story, so in that sense, I think it was the right decision to set it in New York.

--Were there any difficulties you faced with making a female character the protagonist?

Tokita: I think it was good that the main character of this story was a woman. It was easier to express the inner conflict and inner strength, and I also wanted to depict a battle between women. If the main character was a man, it would have ended up being like, "Fire that shotgun!" (laughs).

The names Knicks and Warner were borrowed from the staff there.

---What were the positive aspects of working with overseas staff in joint development?

PROFILE

Takashi Tokita

TAKASHI TOKITA

director

Joined the company in 1990. Major works include "FFM," "Half-Juvenile Hero," "Live A Live," "Chrono Trigger," and "FFVI."

A word: It's an old girls' manga, but it would be interesting to turn Moto Hagio's "There Are 11!" into a cinematic RPG.

[director Takashi Tokita

Cinematic RPGs that use movies
I want to continue doing this in the future.

Tokita: I think it all comes down to the high level of the CG. The image quality of each and every image in the movie is incredibly clear and detailed. The people behind this work have always worked on CG that can withstand being viewed on a big movie screen, so I think that's why they can create something of this quality.

--I heard that there were some movies that weren't used in the game.

Tokita: There was talk of making a video of Mariko's car accident, a key scene in the story. The first test CG we made in Los Angeles depicted this car accident, and it was possible that we could have used it if we had improved it. However, since it was just for testing, we weren't satisfied with the quality, so we ended up not using it. Also, in the movie after defeating Eve, there was a scene where Eve's head falls off with a thud. However, because of the incident that caused such a stir in the world, we had to suddenly replace it in the last month or so... It was properly completed, and it turned out pretty well, though. I'm joking about using that movie for the overseas version, or releasing a "director's cut" (laughs).

----Are there any parts where ideas from overseas staff have been utilized?

Tokita: The idea of the final event where you run around inside a cruiser from the ultimate form and using the police station as the setting for the battle on Day 3 were from the USA staff. Also, although it wasn't my idea, I borrowed the names of Aya's coworkers, Nix and Warner, from the USA staff. They look very similar, so we couldn't kill them, and they all end up surviving despite nearly dying (laughs). I also borrowed Melissa's name from a female staff member named Jennifer Pierce, because I thought the name sounded cool. She got mad at me, saying, "Why are you the bad guy? Do you have a grudge against me?" (laughs). Oh, and while they don't look alike at all, there's a rumor that the scientist Maeda is named after someone in our PR department (Maeda Yasuyuki, PR producer for SaGa Frontier) (laughs).

The normal ending may be controversial

---There are two endings, but why didn't you show both on the first playthrough?

Tokita: Those who have completed the voluminous Chrysler Building have spent a lot of time getting their hands on this game, so I wanted to give them something that would give them a sense of accomplishment. So, while I wouldn't call the Chrysler Building ending a happy one, I think it's more satisfying story-wise. On the other hand, the regular ending may be controversial. I wanted to leave room for players to think, so I made it so that it looks like Aya is both leading the way and patiently enduring. Actually, I wanted to have everyone around her become NMCs after that, and for Aya to fight like crazy (laughs).

——-Finally, I'd like to ask: are there any plans for Parasite Eve 2?

Tokita: At the moment, there are no plans. However, I would like to continue making "cinematic RPGs" that use movies. Unlike the Super Famicom days, the PlayStation can express realistic spaces, so I would personally like to take advantage of this and create a work based on science fiction.

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